

GV
1277
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1887
NMAH

MODERN WHIST
WITH
PORTLAND RULES
AND
DECISIONS THEREUNDER



GV
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THE LAWS OF WHIST.

All the Important Decisions

Made in England, France and the United States
inserted beneath the Rule under
which each case arose.

MODERN WHIST

Very generally illustrated and explained.

The System of Combination of Forces
and Refined Whist made plain by statements as
to how every hand should be played,

COMBINED WITH THE
GENERAL RULES OF THE ETIQUETTE OF THE GAME.

By McINTOSH.

UTICA, ONEIDA COUNTY, NEW YORK,
1887.



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Modern Whist.

Refined or modern whist is the most scientific of all games. Its theory is combination of forces, the players on each side uniting their strength. This is power. Twenty-six cards of equal value played against other twenty-six cards in the hands of skillful players, or when one player is long in trumps and has a long, plain suit the force and character of the system is demonstrated. The science and strength of the game is exhibited by each player in his effort to get as many tricks as he can and also help his partner to take as many as possible, and at the same time to use their combined forces to waste their adversaries' power, and to defeat their plans and purposes. To accomplish these ends requires close attention and study as well as prompt and judicious action founded on all the light a player can gather from the plays of each other player—what cards played—times when—by whom—the state of the score. These, together with the cards held by the player, lead him at one time to play a backward game, at another time to make a bold, stragetical dash, success in both instances probably crōwning his efforts. He is a skillful general, in the game, who knows when the probabilities are with him in a line of policy that may bring success, and yet defeated in the effort, sees a good line of retreat whereby he may save the game and who never in his calculations loses sight of the state of the score.

Book leads are based largely on the theory of *things being equal*, particularly an even score. They are conservative, and are founded on long experience and sound judgment, but like all human rules there are exceptions to them, and it takes the scientific and bold player to know just when these occur. When to keep his forces well guarded and when to make a dash. He keeps in mind that the first suit opened by a player is his long suit—that the second suit opened by a player is possibly, and the third probably a forced lead. The most skillful player plays probabilities—probabilities in his favor, not a certainty—for he will often fail in his purposes.

No one can be a finished player without a thorough knowledge of the rules. No player desires to play a boorish game or violate the rules. By knowing the rules and adhering strictly to them, dignity, character and order are given to the game. Law is civilization—want of it confusion and barbarism. If whist laws comprise not the game, it is certain there can be no whist without the laws. Knowledge of whist laws can only be acquired by knowledge of the decisions made under laws, and these never having been compiled, is the author's apology for this work, and if thereby he shall in a small degree contribute to the intelligence, convenience and harmony of the game, he will feel fully compensated. That there are errors in this work is more than probable—but that it has some merit the author feels assured. As it is he gives it to the whist world.

UTICA, N. Y., June, 1887.

Different Games of Whist.

There are six different game of whist, viz :

LONG WHIST, the whist of Hoyle, 10 point, counting honors, (now nearly obsolete). Long whist, 7 point, not scoring honors. (Not in favor.)

SHORT WHIST, counting honors as played in England.

SHORT WHIST, not counting honors, as played in America and France, called American Whist. It is played now a good deal in England, and is growing in favor there.

DUMMY WHIST, as played in France and in the United States. It is played some in England.

DOUBLE DUMMY, as played in France and in the United States, It is played some in England.

The same rules govern long as short whist. The rules of dummy are the same with the exceptions hereinafter mentioned.

Whist Laws or Rules.

Whist card rules were made for the purpose of establishing a written code of laws to govern the game of whist, and that by which harmony, order and uniformity might be given to the game.

This code of laws was in no sense made to prevent or punish cheating. Cheating is not whist. A player that cheats in the game is summarily punished, but only by the unwritten law. He is condemned at once as an outcast—abhorred and deserted by all good whist players.

The game of whist under and within the rules is in its broadest sense a thoroughly honest game, and it is and should be the intention of each player to violate no obligation or rule applicable to the game. The law makers anticipating that through inadvertence, accident or carelessness, the rules would be violated by players, and that

thereby the player violating a rule and his partner would obtain an undue advantage. As a compensation to the adversaries for this advantage thus gained provision is made under the rules—generally called penalties to equal the advantage and no more. Nothing is in fact, with one exception, provided or given as a penalty. It is not a game of penalties. Penalties are named frequently in the rules, but the only instance when a penalty is imposed, is in case of revoke, (under rule 72) and in that case because of the difficulty of measuring the advantage resulting from the play, and because it so damages the order and play of the hands in which it occurs, and as the law makers say, “because the offence is so great.”

In all other cases equity and justice rule. All of the many decisions which have been made by English, French and American whist players whose judgment and decisions all respect and regard, were made by them, based on the foregoing principles,

and they were governed thereby to their conclusions, and the same principles should govern in deciding future cases as they may occur.

A lax interpretation of the whist laws may work great inconvenience, yet a rigid interpretation of the laws is never made that would inflict wrong in many cases.

To illustrate, rule 6 says : "*Honors shall be claimed,*" &c. A and B playing as partners and their score being two, make in a hand one point and claim game and score it, not mentioning honors. After top card of following deal is turned, the adversaries claim that A and B have not *claimed* honors, and that they are too late to score them. *Held* that they had substantially complied with the rule and were entitled to score honors.

The Club Code as revised and adopted by the Arlington and Portland Clubs, embraces the rules or laws governing the game of whist. These make, as it were, the *Common Law* of the game governing all

players of the game except such whist clubs or bodies as have made or may make a change of the rules and laws in some particular respect. As changed it becomes a special statute, of force only within the club or body making the change.

It is well that the whist world is governed substantially by the same code of laws. It would be better if it were altogether so ; then even different languages would not separate good whist players. As to whist they would form a common brotherhood the world over, and therein speak fluently one language.

The following is the Club Code, commonly called Whist Laws or Rules.

All the important decisions that have been made of cases under the rules are also given under the rule in which the same arose.

THE LAWS OR RULES
OF
SHORT WHIST,
VERBATIM, FROM
THE CLUB CODE.

(The foot notes are added by the author, and embrace all the important decisions made in England, France and America.)

THE RUBBER.

1. The rubber is the best of three games. If the first two games be won by the same players, the third game is not played.

SCORING.

2. A game consists of five points. Each trick, above six, counts one point.

The game as formerly played consisted of ten points. Honors were scored as indicated in Rule 3, except that players who at the commencement of a deal had a score of nine, were in the "nine holes," and did not then score honors. The American game as played for a time consists of

seven points, and in which honors are not scored. Most clubs now in America play a five point game and do not score honors. This is known as American Whist, yet there are some clubs in America that play a five point game according to the club code and score honors.

3. Honors, *i. e.*, Ace, King, Queen, and Knave of trumps are thus reckoned :

If a player and his partner, either separately or conjointly, hold—

I. The four honors, they score four points.

II. Any three honors, they score two points.

III. Only two honors, they do not score.

Of course this Rule as well as all others, in so far as it and they refer to scoring of honors are in abeyance in those clubs that do not score honors.

4. Those players who, at the commencement of a deal, are at the score of four, cannot score honors.

5. The penalty for a revoke takes precedence of all other scores. Tricks score next. Honors last.

What constitutes a revoke. *See Rule 71.*

Penalty for revokes. *See Rule 72.*

EXAMPLE.—If a player revokes when the adversaries score stands two to none, the adver-

saries win a treble, however many tricks the revoking side may win, as the revoke counts before tricks. *See note to Rule 72.*

6. Honors, unless claimed before the trump card of the following deal is turned up, cannot be scored.

7. To score honors is not sufficient ; they must be called at the end of the hand ; if so called, they may be scored at any time during the game.

The trump card must be turned up and quitted to deprive the claimants of their right to score honors.

8. The winners gain—

1. A treble, or game of three points, when their adversaries have not scored.
11. A double, or game of two points, when their adversaries have scored less than three.
- III. A single, or game of one point, when their adversaries have scored three, or four.

The values of the two games won are added together, and to which is added two points as a bonus for winning the rubber—from which is deducted the value of a game won, if any, by the opponent—the difference is the rubber score.

This difference may vary from one to eight points.

$$\text{Minimum, } 1+1+2=4-3=1$$

$$\text{Maximum, } 3+3+2=8-0=8$$

The minimum shows that one side won two games, and that the adversaries made at least three tricks each of those two games, and that the adversaries won a treble in the rubber. The $1+1+2$ represents score of the two games, the 2 for the rubber—then

$$1+1+2=\cancel{4}$$

From which deduct treble won by adversaries, $\quad =3.$

This leaves 1

point as result of the rubber. The maximum shows one side won two trebles, adversaries won nothing—then $3+3+2=8$ points as the result of that rubber.

Again, suppose in a rubber, the first game is won by one side making five points, the adversaries two points, the result of that game would be $1+1$, a double.

Second game won by other side 5 to 4, result a single 1.

Third game a treble, won by side that won the second game. The result of this rubber would be:

$$1+3+2=6-2=4.$$

9. The winners of the rubber gain two points (commonly called the rubber points) in addition to the value of their games.

10. Should the rubber have consisted of three games, the value of the losers' game.

is deducted from the gross number of points gained by their opponents.

11. If an erroneous score be proved, such mistake can be corrected prior to the conclusion of the game in which it occurred, and such game is not concluded until the trump card of the following deal has been turned up.

12. If an erroneous score, affecting the amount of the rubber, be proved, such mistake can be rectified at any time during the rubber.

A single being scored by mistake for a double or treble, or *visa versa*, the mistake can be corrected under the Rule.

If one side take up a trick or tricks belonging to their adversaries, the right to reclaim holds good until the hand is played out.

CUTTING.

13. The Ace is the lowest card.

14. In all cases, every one must cut from the same pack.

Cut as used in the rule means *cut*, while it is a frequent practice, but one not liked by refined

whist players, to spread the pack on the table and *draw* instead of *cut*. The rule should be observed.

15. Should a player expose more than one card, he must cut again.

FORMATION OF TABLE.

16. If there are more than four candidates, the players are selected by cutting ; those first in the room having the preference. The four who cut the lowest cards play first, and again cut to decide on partners ; the two lowest play against the two highest ; the lowest is the dealer, who has choice of cards and seats, and, having once made his selection, must abide by it.

17. When there are more than six candidates, those who cut the two next lowest cards belong to the table, which is complete with six players ; on the retirement of one of those six players, the candidate who cuts the next lowest card has a prior right to any after-comer to enter the table.

A full table holds the table until a vacancy occurs, when the players may request another mem-

ber to fill the vacancy and he has right of entry unless it interferes with an established "prior right" under the rule. Either player may, with the consent of the other players, appoint a substitute to play that rubber without effecting principal's right to the table. *See Rule 23.*

CUTTING CARDS FOR PARTNERS, AND FOR THE DEAL.

18. Two players cutting cards of equal value, unless such cards are the two highest, cut again ; should they be the two lowest, a fresh cut is necessary to decide which of those two deals.

EXAMPLE.—A three, two sixes and a knave are cut. The two sixes cut again, and the lowest plays with the three. Suppose at the second cut, the two sixes cut a king and a queen, the queen plays with the three. If, at the second cut an ace or a two is cut, the three still retains its privileges as original low, and has the deal and choice of cards and seats.

19. Three players cutting cards of equal value cut again ; should the fourth (or remaining) card be the highest, the two lowest of the new cut are partners, the lower of those two the dealer ; should the

fourth card be the lowest, the two highest are partners, the original lowest the dealer.

EXAMPLE.—Three aces and a two are cut. The three aces cut again. The two is the original high and plays with the highest of the next cut.

Suppose at the second cut, two more twos and a king are cut. The king plays with the original two, and the other pair of twos cut again for deal. Instead of that, suppose the second cut to consist of an ace and two knaves. The two knaves would cut again and the player cutting the highest card would play with the two.

CUTTING OUT.

20. At the end of a rubber, should admission be claimed by any one, or by two candidates, he who has, or they who have, played a greater number of consecutive rubbers than the others is, or are, out ; but when all have played the same number, they must cut to decide upon the out-goers ; the highest are out.

ENTRY AND RE-ENTRY.

21. A candidate wishing to enter a table must declare such intention prior to any of the players having cut a card, either for

the purpose of commencing a fresh rubber or of cutting out.

22. In the formation of fresh tables, those candidates who have neither belonged to nor played at any other table have the prior right of entry ; the others decide their right of admission by cutting.

23. Any one quitting a table prior to the conclusion of a rubber, may, with consent of the other three players, appoint a substitute in his absence during that rubber.

24. A player cutting into one table whilst belonging to another loses his right* of re-entry into that latter, and takes his chance of cutting in, as if he were a fresh candidate.†

If a player quits the table out of his turn, only one of those whose turn it is to go out can be called on to do so, as only two players can enter at a time, if two of the original players wish to remain, these two determine between themselves by cutting which remains.

*i. e. his prior. †And last in the room, *vide Law 13.*

25. If any one break up a table, the remaining players have the prior right to him of entry into any other, and should there not be sufficient vacancies at such other table to admit all those candidates, they settle their precedence by cutting.

SHUFFLING.

26. The pack must neither be shuffled below the table nor so that the face of any card be seen.

27. The pack must not be shuffled during the play of a hand.

28. A pack, having been played with, must neither be shuffled, by dealing it into packets, nor across the table.

29. Each player has a right to shuffle once only, except as provided by Rule 32, prior to a deal, after a false cut, or when a new deal has occurred.

As to false cut, vide Law 34.

As to new deal, vide Law 37.

30. The dealer's partner must collect the cards for the ensuing deal, and has the first right to shuffle that pack.

31. Each player after shuffling must place the cards properly collected, and face downwards, to the left of the player about to deal.

32. The dealer has always the right to shuffle last ; but should a card or cards be seen during his shuffling, or whilst giving the pack to be cut, he may be compelled to reshuffle.

THE DEAL.

33. Each player deals in his turn ; the right of dealing goes to the left.

34. The player on the dealer's right cuts the pack, and, in dividing it, must not leave fewer than four cards in either packet ; if in cutting, or in replacing one of the two packets on the other, a card be exposed, or if there be any confusion of the cards, or a doubt as to the exact place

in which the pack was divided, there must be a fresh cut.

35. When a player, whose duty it is to cut, has once separated the pack, he cannot alter his intention; he can neither reshuffle nor recut the cards.

He has the right to shuffle and cut but once each. If he cut or separate the pack his right to shuffle is gone. If doubt arises as to the place where the pack was separated, etc., the doubt will be settled under last provisions of Rule 34.

36. When the pack is cut, should the dealer shuffle the cards, he loses his deal.

A NEW DEAL.

37. There must be a new deal—

- I. If during a deal, or during the play of a hand, the pack be proved incorrect or imperfect.
- II. If any card, excepting the last, be faced in the pack.

In a new deal the same dealer deals again—this because he is not at fault. (*Vide* Rules 47, 50 and 69, as to new deals.) A dealer has no right to count the cards dealt or undealt to ascertain whether or not he has made a mistake. If he does so, the deal is lost under Rule 44.

The cards having been properly dealt, and one player in gathering his hand takes a card belonging to an adversary, and neither player being able to state which the stray card is, the adversaries may call for a new deal, and not having seen their cards, have the option of that call or of drawing a card from the hand holding the stray card. Taking up the cards is considered in deciding cases as equivalent to seeing the cards.

38. If, whilst dealing, a card be exposed by the dealer or his partner, should neither of the adversaries have touched the cards, the latter can claim a new deal; a card exposed by either adversary gives that claim to the dealer, provided that his partner has not touched a card; if a new deal does not take place, the exposed card cannot be called.

The dealer can claim a new deal if, during his deal, either of the adversaries exposes a card—in case his partner has not touched a card.

If, in dealing, the dealer sees a card, but turns it face downward so quickly that his adversaries can't name it, if requested he must name it, or the adversaries may call for a new deal—he naming the card they have the option of a fresh deal.

39. If, during dealing, a player touch any of his cards, the adversaries may do

the same, without losing their privilege of claiming a new deal, should chance give them such option.

40. If, in dealing, one of the last cards be exposed, and the dealer turn up the trump before there is reasonable time for his adversaries to decide as to a fresh deal, they do not thereby lose their privilege.

41. If a player, whilst dealing, look at the trump card, his adversaries have a right to see it, and may exact a new deal.

42. If a player take into the hand dealt to him a card belonging to the other pack, the adversaries, on discovery of the error, may decide whether they will have a fresh deal or not.

A MISDEAL.

43. A misdeal loses the deal.

A misdeal does not lose the deal in the cases named in Rules 45, 50 and 69.

44. It is a misdeal

- I. Unless the cards are dealt into four packets, one at a time, in regular rotation, beginning with the player to the dealer's left.
- II. Should the dealer place the last (*i. e.*, the trump) card, face downwards, on his own, or any other pack.
- III. Should the trump card not come in its regular order to the dealer; but he does not lose his deal if the pack be proved imperfect.
- IV. Should a player have fourteen cards, and either of the other three less than thirteen.
- V. Should the dealer, under an impression that he has made a mistake, either count the cards on the table, or the remainder of the pack.
- VI. Should the dealer deal two cards at once, or two cards to the same hand, and then deal a third; but, if prior to dealing that third card, the dealer can, by altering the position of one card only, rectify such error, he may do so, except as provided by the second paragraph of this law.
- VII. Should the dealer omit to have the pack cut to him, and the adversaries discover the error, prior to the trump card being turned up, and before looking at their cards, but not after having done so.

See Rule 36, 45 and 47.

After the word "fourteen" in subdivision IV. add the words "or more," and at the end of same subdivision the words, "the pack being perfect."

If the dealer misses a hand in dealing, he may rectify the error before dealing to the next hand;

if not rectified before he deals to the next hand, it is a misdeal; *i. e.* if he shall have dealt to two hands it is too late to correct the error.

CASE.—A and B, partners against X and Y. A deals and pays out the cards correctly, but in gathering up his cards took one of B's cards, and played with fourteen cards in hand—taking three tricks in plain suits—then threw down the four honors and claimed game. It was conceded by the adversaries. Then all the players threw their cards on the table and they were mixed by Y or by A, without objection of the adversaries. *Held*, the score stands good. If the error had been discovered before the cards were mixed it would have been a misdeal.

CASE.—The same parties playing another hand. A in gathering his hand took one of B's cards and played with fourteen cards until he had four cards left and B only two. X and Y held three honors and had nine tricks. *Held*, it was a misdeal.

45. A misdeal does not lose the deal if, during the dealing, either of the adversaries touch the cards prior to the dealer's partner having done so; but should the latter have first interfered with the cards, notwithstanding either or both of the adversaries have subsequently done the same, the deal is lost.

46. Should three players have their right number of cards—the fourth have less than thirteen, and not discover such deficiency until he has played any of his cards, the deal stands good; should he have played he is as answerable for any revoke he may have made as if the missing card, or cards, had been in his hand; he may search the other pack for it, or them.

Each player is bound to know before he plays to the first trick that he holds as many as thirteen cards.

Vide Rule 70, and Subdivision I V. of Rule 44.

47. If a pack, during or after a rubber, be proved incorrect or imperfect, such proof does not alter any past score, game, or rubber; that hand in which the imperfection was detected is null and void; the dealer deals again.

48. Any one dealing out of turn, or with the adversary's cards, may be stopped before the trump card is turned up, after which the game must proceed as if no mistake had been made.

49. A player can neither shuffle, cut, nor deal for his partner, without the permission of his opponents.

50. If the adversaries interrupt a dealer whilst dealing, either by questioning the score or asserting that it is not his deal, and fail to establish such claim, should a misdeal occur, he may deal again.

51. Should a player take his partner's deal and misdeal, the latter is liable to the usual penalty, and the adversary next in rotation to the player who ought to have dealt then deals.

THE TRUMP CARD.

52. The dealer, when it is his turn to play to the first trick, should take the trump card into his hand ; if left on the table after the first trick be turned and quitted, it is liable to be called ; his partner may at any time remind him of the liability.

If the trump card is left on the table after the time allowed by the Rule, it becomes an exposed card, and is liable to be called as such ; but it is not usual to call it.

The trump card raised from the table before first trick is turned and quitted, is not liable to be called as an exposed card. The dealer may take the first trick and any time before he turns and quits it is in time to take up the trump card. It is not expected that the dealer will take up the trump and play to a trick the same instant. The other three players having played, the dealer can take the trump card up before playing.

Leaving the trump card on the table after the first trick is turned and quitted may cause confusion, as it may be mistaken for a lead.

53. After the dealer has taken the trump card into his hand, it cannot be asked for ; a player naming it at any time during the play of that hand is liable to have his highest or lowest trump called.

Any player may, during the play of the hand, ask what the trump suit is. But a player may not ask what the trump card was, and any player naming it is liable to the penalty. If a penalty is incurred, the player violating the rule may be required to pay the penalty at any time when it is his play during the play of the hand, and the call may be repeated. He cannot be compelled to revoke.

Vide Rule 55.

54. If the dealer take the trump card into his hand before it is his turn to play, he may be desired to lay it on the table; should he show a wrong card, this card may be called, as also a second, a third, etc., until the trump card be produced.

55. If the dealer declare himself unable to recollect the trump card, his highest or lowest trump may be called at any time during that hand, and unless it cause him to revoke, must be played; the call may be repeated, but not changed, *i. e.*, from highest to lowest, or *vice versa*, until such card is played.

CARDS LIABLE TO BE CALLED.

56. All exposed cards are liable to be called, and must be left on the table; but a card is not an exposed card when dropped on the floor, or elsewhere below the table.

The following are exposed cards :

- I. Two or more cards played at once.
- II. Any card dropped with its face upwards, or in any way exposed on or above the table, even though snatched up so quickly that no one can name it.

All exposed cards are to be left on the table face upwards. If two or more exposed cards are on the table at the same time, the adversaries may call either, and afterward continue to call either they choose until the last card is played. Two or more cards played at once are liable to like manner of call. An exposed card got rid of in course of play, no penalty remains except in case under Rule 62. A player naming a card in his hand makes it constructively an exposed card, and the adversaries may require that it be laid on the table as an exposed card.

The following case arose in the Portland Club of London: A player thinking the game could not be saved, lowered his cards above the table, and was about to throw them down, but his partner, thinking the game might be saved, checked him, but not until each player had seen all the cards in the player's hand. The adversaries claimed that the cards were exposed cards and that they should be laid on the table as such.

Mr. Cavendish was present and gave it as his opinion that the cards were not exposed cards, as there was no penalty for lowering the hand. Subsequently he wrote a formal opinion in the case, and therein claimed they were not exposed cards and for the reason above stated and other reasons which hereinafter appear.

Mr. Cavendish in his decision tells us that the words "in any way exposed," in effect mean nothing except that "they merely state, in a round about way, that exposure is exposure." He also states that there is nothing in whist laws

that fixes a particular angle that a player shall hold his cards, and that if there were such a rule, it would lead to endless disputes. Mr. Clay, "J. C." wrote a lengthy decision in the case, sustaining the decision of Mr. Cavendish, and on the grounds thereof and for the further reason, that if it had been the intention of the law makers that a penalty should or might be imposed on a player for holding his cards below a certain angle, they would have made an express provision to that effect.

The author very respectfully disagrees with Mr. Cavendish and Mr. Clay in their decision.

Rule 56 starts off by saying: "All exposed cards are liable to be called, and must be left on the table." Webster tells us that *exposed* means to "uncover, to offer to view." Then the meaning is "all cards uncovered or offered to view are liable to be called, and must be left on the table." The rule then excepts from the operation of the rule, cards "dropped on the floor or elsewhere below the table." This exception was made on the probability that if a player dropped his cards on the floor or elsewhere, his partner could not see them, and consequently no advantage would be derived to them from the cards being thus dropped.

The rule then states:—

"The following are exposed cards:

- I. Two or more cards played at once.
- II. Any card dropped with its face upwards, or in any way exposed on or above the table, even though snatched up so quickly that no one can name it."

In the last subdivision we have a statement that a card dropped with its face upwards, on or above the table, is an exposed card. That is one way of exposing a card. After extracting that from the rule, there is left of the rule, in clear terms: *Any card in any way exposed on or above the table is an exposed card.* Here is the positive enactment that Mr. Clay overlooked, but the word "angle," that Mr. Cavendish looked in vain for, is not in it; while there is a clear statement that a card exposed over the table is an exposed card. They object to the word "exposed." This word, Mr. Webster tells us, as before stated, means "to uncover, to offer to view." That is just what the offender did; he uncovered and offered to view his hand so that each player saw each card he held in his hand, and he made this exhibition of his hand over the table.

The law makers in the second subdivision, tell *one* way by which a card would become an exposed card, by being dropped with the face upward, &c. There was then *many* untold ways by which a card could be exposed on and above the table, and now to cover every possible way by which a player could expose, offer to view or uncover a card *on or above* the table, they made the general provision under consideration.

To drop a card on the table face upwards is one way to expose it; to throw a card on the table face upward would expose it; to put one's hand on the table with a card in it and then raise the hand, leaving the card uncovered on the table face upward, would make it an exposed

card ; to slide a card on the table face upwards would expose it ; to hold a card in the hand over the table to the full view of each player, as it was conceded, was done in the case under consideration, makes it an exposed card. To detach a card from one's hand, though held two feet or more from the table, makes the card liable to be called if an adversary can name it. That is an offence, and is punishable ; but Mr. Cavendish and Mr. Clay tell us by their decision that it is no offence for a player to deliberately and intentionally uncover and offer to view over the table his entire hand, and so expose it that his partner and adversaries see each card in the hand. They putting their decision on the grounds that there is no law against such an act, and that the player saved a revoke because he held on to the cards while he was showing his partner the face of each card. I say they violated the law before us, made to cover just this case,—the exposure of a card or cards on or above the table occurring *in any way*. This act is clear and there is no provision in any other rule modifying it in any respect. The wrong is not in dropping a card, it is in exposing it on or above the table, and thereby giving the player and his partner an undue advantage in the playing out of their hands. The adversaries should be entitled to a compensation therefor, and that can only come by regarding the card offered to view as an exposed card. Certainly, if one player may thus exhibit his hand, each of the others may. If they

should, whist would end with the exposure. No probabilities would remain. I cannot agree with Mr. Cavendish that endless disputes would arise from the enforcement of such a rule. On the other hand, I think that a player that would deliberately and intentionally exhibit his cards that way the second time, and insist that he had the right to do so, and that he was subject to no penalty therefor, would from thence find it very troublesome to find a partner or adversaries—that his whist playing would end with the second offence unless thereafter he plead guilty and promised to do the act no more. The law does not say what angle a player shall hold his cards, but it does say, if he in *any way exposes them on or above the table*, even though snatched up so quickly that no one can name them, they are exposed cards. Not alone snatched up *from* the table, for the exposure we are considering, is snatched up from above the table. It does not appear in the case whether the cards were down to the table or up an inch or more from the table, nor is it material—it is enough to know that they were offered to view *above the table*, and in a way that each player saw each card in the hand. A card subject to call as a detached card, is one separated from the hand and so exposed, but not over the table, that it can be named, but a card detached and exposed to view over the table is an exposed card, and subject to call as such. A player naming a card in his hand, makes it constructively an exposed card, it can be called

to the table as such ; the same rule would apply if he named all the cards he held, even to the amount of a full hand, and yet we are told that if he intentionally does what Webster says is exposure—exposes his whole hand above the table to the eye of each player, and so that each player sees each card he holds,—this, we are told, is no offence, and that there is no penalty for it. In effect, that it is wrong to expose the cards to the ear, and there is a penalty for it, but that an exposure to the eye is very good, and there is no penalty for it.

Their decision was wrong. The cards were exposed cards.

Case XIV, reported in Drayton, is as follows : A and B partners against X Y. A draws a card from his hand and almost touches the table with it, but suddenly changes his intention of playing it, and replaces it among his other cards.

X says : “That is an exposed card ; you must leave it on the table.”

A says : “Name it.”

X replies : “It is not necessary to name it. Your card was exposed above the table. I could see that it was a face card, but cannot name it, and rule 56 therefore makes it an exposed card, liable to be called.”

A then claimed that unless named the card could not be called.

Decision.—“Rules 56 and 60 refer to this case.” A card detached from all other cards, but not quitted, is a detached card only. If it can

be named it becomes an exposed card, and liable to be called."

NOTE BY AUTHOR.—It does not appear who made this decision. It is erroneous. Rules 56 and 60 do not refer to the case. The case is determined by the one or the other of those rules.

X, in his reply does not state he can name the suit of the card and that it was one of the face cards of that suit, but in effect states your card was exposed *above* the table, and so exhibited to my view that I saw it was a face card of one of the four suits, but I cannot tell which.

A, it appears, does not dispute this statement in any respect, thus conceding the exposure *above the table*, and to the extent claimed by X. That brings the case solely within Rule 56, and the card was an exposed card and should have been placed on the table subject to call. Vide opinion of author in next preceding case.

Rule 51, of the Washington Club, of Paris, reads: "All exposed cards can be called, no matter in what manner they are exposed, if dropped on the table, thrown on the table or held above the table, detached or not detached. The only exception to this rule is when a card is dropped on the floor, as then an adversary may see it, but it is next to impossible that a partner ever can."

CASE.—A and B partners against C and D. It is A's lead, with four cards in hand. He says: "The four tricks are mine, the best three hearts and the remaining trump." A was mistaken, as

his partner held a trump card and a higher card than the one held by A, and he held three low diamonds, of which suit C held the commanding cards. C and D claimed the right to call A's cards to the table as exposed cards, and then call the trump card to be led, and thus C and D would win three of the four tricks. A and B denied the right to call the cards as exposed cards. A said he should have played out his heart suit first, and then led trumps, and thus he and his partner would have taken the four tricks. *Held*,—That C and D have the right to call the cards as they claimed.

57. If any one play to an imperfect trick the best card on the table, or lead one which is a winning card as against his adversaries, and then lead again, or play several such winning cards one after the other, without waiting for his partner to play, the latter may be called on to win, if he can, the first or any other of those tricks, and the other cards thus improperly played are exposed cards.

The effect of this rule is that a player holding a trick must not lead again before his partner shall have played to the first trick. If a player make a lead before his partner has played to the first trick, the card led is an exposed card and

the partner of the player making such lead may be called on to win the first trick if he can. The adversaries have a reasonable time to make the call. *Rule 87.* If the last named partner should play to the first trick without giving the adversaries reasonable time to make the call, they may treat the card played to the first trick as an exposed card, and yet call on him to win the trick if he can. If he can and does not, he is liable as for a revoke. *Rule 61.* The same principles apply to any like future leads and plays made in violation of *Rule 57.* The question as to whether reasonable time to call was given may be determined as provided by *Rule 89.*

58. If a player, or players, under the impression that the game is lost—or won—or for other reasons—throw his or their cards on the table face upwards, such cards are exposed, and liable to be called, each player's by the adversary; but should one player alone retain his hand, he cannot be forced to abandon it.

59. If all four players throw their cards on the table face upwards, the hands are abandoned; and no one can again take up his cards. Should this general exhibition show that the game might have been saved

or won, neither claim can be entertained, unless a revoke be established. The revoking players are then liable to the following penalties. They cannot under any circumstances win the game by the result of that hand, and the adversaries may add three to their score, or deduct three from that of the revoking players.

It will be observed that there is only choice of two penalties under this rule, while in other cases, the revoke comes under Rule 72, by which there is a choice of three penalties.

60. A card detached from the rest of the hand so as to be named, is liable to be called ; but should the adversary name a wrong card, he is liable to have a suit called when he or his partner have the lead.

The adversaries can name but one card. Failing in that to name the right card they are estopped from naming another card. The adversaries are now liable to have a suit called the first time when either of them has the lead, and if not *then* called the right to call is gone. It is well to note the difference between exposed and detached cards. As to the former *vide* Rule 56 and *note*. While a detached card is one separated

from the hand, and is in such position that the adversaries can name it.

61. If a player, who has rendered himself liable to have the highest or lowest or of a suit called, fail to play as desired, or if when called on to lead one suit leads another, having in his hand one or more cards of that suit demanded, he incurs the penalty of a revoke.

Vide Rule 72.

CASE. A and B, playing as partners against C and D. A leads when it is his partner's lead. C calls on B to to lead a club, instead of doing so he led a heart. Subsequently it is discovered that B held a club when the call was made. C claimed the penalty of a revoke. (Rule 61.) B stated he did not hear C call for a club lead. A said he did not hear the call. D said he did hear it.

Held.—That the fact of a call having been made was established by the statement of C that he made it, sustained by the averment of D that he heard it, that C and D's evidence was not overcome by statement of A and B that neither heard a call.

62. If any player lead out of turn, his adversaries may either call the card erroneously led, or may call a suit from him or

his partner when it is next the turn of either of them to lead.

The card so led must be left on the table as an exposed card. The adversaries now have a choice of the penalties.

1st. To call the card as an exposed card, *or*

2d. To call a suit when the player of the card or his partner shall first next lead. If the call is not *then* made the right to call a suit is lost, and there then remains only the right to call the card led as an exposed card. If it should so happen that the exposed card is played *uncalled* before either of those players get the lead, that pays no penalty. The right to call a suit when either of those players have the lead remains. That right is lost only when either of them shall have made a lead after the false play. A suit being called pays the penalty, and this whether the player called on to play has a card of the suit or not, (*i. e.*, if he has a card of the suit he will play it. If he has none of the suit they are relieved from the penalty and he will lead as he wishes,) and the exposed card if then on the table may be taken in hand and is not subject to call. If the lead belong to the partner of the player who led out of turn, the former must give the adversaries a reasonable time to determine the choice of penalty. (*Rule 87.*) Otherwise if he play the card he might play could be treated as an exposed card, and he be yet required to play of the suit called. The call should be made in such a tone of voice that the player can hear it. *Vide* case reported to *Rule 61.*

63. If any player lead out of turn, and the other three have followed him, the trick is complete, and the error cannot be recti-

fied ; but if only the second, or the second and third have played to the false lead, their cards, on discovery of the mistake, are taken back ; there is no penalty against any one, excepting the original offender, whose card may be called, or he or his partner, when either of them has next the lead, may be compelled to play any suit demanded by the adversaries.

The card played by the original offender will be placed on the table as an exposed card, the choice of penalties, time and manner of enforcing is the same in every respect as under Rule 62. *See note thereto.*

64. In no case can a player be compelled to play a card which would oblige him to revoke.

65. The call of a card may be repeated until such card has been played.

i. e., an exposed card may be called at each trick until it is played. Not calling it at one trick does not deprive of the right of calling it at any other trick.

66. If a player called on to lead a suit have none of it, the penalty is paid.

CARDS PLAYED IN ERROR, OR NOT PLAYED
TO A TRICK.

67. If the third hand play before the second, the fourth hand may play before his partner.

68. Should the third hand not have played, and the fourth play before his partner, the latter may be called on to win, or not to win, the trick.

69. If any one omit playing to a former trick, and such error be not discovered until he has played to the next, the adversaries may claim a new deal; should they decide that the deal stand good, the surplus card at the end of the hand is considered to have been played to the imperfect trick, but does not constitute a revoke therein.

A player naming a card that he will play to a certain trick, but omitting to play it, that does not amount to playing the card to that trick. Other trick or tricks having been played before the omission is discovered, the adversaries have the right to determine that the named card shall then be played to the imperfect trick and that the deal stand good or they may call a new deal. Not without the assent of the adversaries will the card be added to the imperfect trick until the end of the hand, and of course not then unless the adversaries decide that the deal stand good.

70. If any one play two cards to the same trick, or mix his trump, or other card, with a trick to which it does not properly belong, and the mistake be not discovered until the hand is played out, he is answerable for all consequent revokes he may have made. If, during the play of the hand, the error be detected, the tricks may be counted face downwards, in order to ascertain whether there be among them a card too many; should this be the case, they may be searched, and the card restored; the player is, however, liable for all revokes which he may have meanwhile made.

Vide Rule 46.

THE REVOKE.

71. Is when a player, holding one or more cards of the suit led, plays a card of a different suit.

72. The penalty for a revoke :

- I. Is at the option of the adversaries, who, at the end of the hand, may either take three tricks from the revoking player, or deduct three points from his score, or add three to their own score ;
- II. Can be claimed for as many revokes as occur during the hand ;
- III. Is applicable only to the score of the game in which it occurs ;
- IV. Cannot be divided, *i. e.*, a player cannot add one or two to his own score and deduct one or two from the revoking player ;
- V. Takes precedence of every other score ; *e. g.*, the claimants two, their opponents nothing. the former add three to their score, and thereby win a treble game, even should the latter have made thirteen tricks and held four honors.

CASE.—A and B against S and T. A leads 6 hearts ; S plays 2 clubs ; B kn. hearts, T 4 clubs and gathers in the whole, and turned it face downward on the table before them, keeping his hand thereon. B says, “ the trick is mine,” and reached and took the trick from the table and from under the hand of T, which to this time had not been

taken from the trick. T now, and before B had turned the trick, asked, "what suit was led?" B answered "hearts." T claimed he was in time to withdraw his club and play a heart, and save a revoke; that he had not quitted the trick when B took it from him, and that before the trick was turned and quitted by B, he had asked what suit was led; that he was entitled to this information and a reasonable time thereafter to correct his play, and that B's turning and quitting the trick after the question and before its answer did not affect T's right. The facts as claimed by T as to his not taking his hand from the trick down to the time it was taken by B, and that T having made the inquiry at the time claimed by T was conceded by B, yet he claimed a revoke. *Held*, it was not a revoke. T had not quitted the trick. His question was in time, and he was entitled to the information, and thereafter a reasonable time to change his play and save a revoke.

The adversaries have choice of three penalties for a revoke. First, add three points to their score; or, second, deduct three points from their opponent's score; or, third, take three tricks from their opponents and add them to their own. The following examples are given, as:

- 1st. Adversaries 2, opponents 4; opponents revoke the penalty therefor, takes precedence and gives the adversaries the game, without regard to the number of tricks the opponents might make in the hand.
- 2d. Adversaries 1, opponents 3; the latter revokes, former makes one point with the hand, then $1 + 1 + 3 = 5$, the game.

- 3d. The hand the first in the game, adversaries take four tricks, opponents nine. But opponents revoke three tricks from the nine leaves six; the three added to the adversaries four make seven, giving the adversaries one point in the hand. While if they added three points to their score, the score would stand three and three. The adversaries have the right to consult as to which penalty they will impose. Rule 84 does not apply to a revoke. A player has not the right to revoke intentionally. *See note to rule 89; also rules 5, 46, 59, 61, 64, 69, 70, 84 and 87.*

The laws have always been interpreted and administered most favorable toward the offender in respect to a revoke; the mistake being of easy occurrence and the penalty so severe. A case to illustrate: A trumps a plain suit and gathers it in; before turning and quitting the trick, asks his partner "What was led?" The adversaries object to the question being answered, the trick having been gathered. (*See Rule 85.*) Under which, the question was improper and should not have been answered. The trick having been gathered he had no right to ask the card either player had played. Before turning and quitting the trick he said he wanted to know whether he had followed suit. He was in time to ask "what suit was led?" *Held*, that his explanation amounted to substantially asking that question, and he then was entitled to the desired information, that he might save a revoke.

A revoke may be claimed when perceived, but cannot be scored until the hand is played out.

73. A revoke is established if the trick in which it occur be turned and quitted, *i. e.*,

the hand removed from the trick after it has been turned face downwards on the table, or if either the revoking player or his partner, whether in his right turn or otherwise, lead or play to the following trick.

A takes the twelfth trick by trumping and claims game. The adversaries admit the claim and throw down their cards. A then lowers his remaining card, but does not quit it. The adversaries then discover that A could have followed suit to the twelfth trick, and claim a revoke. A claimed he was in time to correct the play, that trick not having been turned and quitted. *Held*, A's claim was correct, that the revoke was not completed.

74. A player may ask his partner whether he has not a card of the suit which he has renounced; should the question be asked before the trick is turned and quitted, subsequent turning and quitting does not establish the revoke, and the error may be corrected, unless the question be answered in the negative, or unless the revoking player or his partner have led or played to the following trick.

It is the *duty* of the player to ask his partner this question as soon as possible, that his attention may be specially drawn to his play, and in time to correct his play if in error. If the question is unasked, and a revoke follows, the player is equally guilty with his partner.

75. At the end of the hand the claimants of a revoke may search all the tricks.

Vide Rule 77.

76. If a player discover his mistake in time to save a revoke, the adversaries, whenever they think fit, may call the card thus played in error, or may require him to play his highest or lowest card to that trick in which he has renounced; any player or players who have played after him may withdraw their cards and substitute others; the cards withdrawn are not liable to be called.

A player playing more than one card in renouncing in error, who is called upon to play his highest or lowest card of the suit, pays the penalty and may take the exposed cards in hand and neither of them is subject to call; the adversaries had choice of penalty to call each and all of the cards played as exposed cards or call a suit. A call to "play small one" is not equivalent to a call

to "play your lowest." The term "small one," is very vague and undefined at whist; it certainly does not mean smallest. The call of a "small one" can be disregarded, *i. e.*, treated as no call.

77. If a revoke be claimed, and the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries, the revoke is established. The mixing of the cards only renders the proof of a revoke difficult, but does not prevent the claim, and possible establishment of the penalty.

78. A revoke cannot be claimed after the cards have been cut for the following deal.

If the adversary cuts the pack without the dealers' consent, *i. e.*, without the dealer presenting the pack to him to cut, it is not too late for the dealer to claim a revoke, but it is too late for the player who cut, and his partner.

79. The revoking player and his partner may, under all circumstances, require the hand in which the revoke has been detected to be played out.

80. If a revoke occur, be claimed and proved, bets on the odd trick, or on amount

of score, must be decided by the actual state of the latter, after the penalty is paid.

81. Should the players on both sides subject themselves to the penalty of one or more revokes, neither can win the game; each is punished at the discretion of his adversary.

In the manner prescribed by *Rule 72*. *See also Rule 82*.

82. In whatever way the penalty be enforced, under no circumstances can a player win the game by the result of the hand during which he has revoked; he cannot score more than four.

Vide Rule 61.

CALLING FOR NEW CARDS.

83. Any player (on paying for them) before, but not after, the pack be cut for the deal, may call for fresh cards. He must call for two new packs, of which the dealer takes his choice.

GENERAL RULES.

84. Where a player and his partner have an option of exacting from their adversaries one of two penalties, they should agree who is to make the election, but must not consult with one another which of the two penalties it is advisable to exact ; if they do so consult they lose their right ; and if either of them, with or without consent of his partner, demand a penalty to which he is entitled, such decision is final.

This rule does not apply to a revoke, as to penalty for that partners may consult. Rule 84 applies to all other cases where an option of penalties is given. It is a consultation if one player asks his partner "Shall we call a suit?" even if the question is not answered. The usual form is, "Will you exact the penalty or shall I?" This question does not bring the players within the prohibition under the rule. A player, if he can gain a special advantage by the enforcement of a particular penalty, should not be slow to name it. If a suit is to be called, it is generally well for fourth hand to call a suit to be led up to him. Rules under which penalties are given are 53, 55, 56, 60, 62, 63, 68, 70, 72, 76, 77, 86.

85. Any one during the play of a trick, or after the four cards are played, and be-

fore, but not after, they are touched for the purpose of gathering them together, may demand that the cards be placed before their respective players.

A player cannot ask, "What card was led," or "what card was trumps?" but may ask, "what suit was led?" or "what are trumps?" *i. e.*, "what suit is trumps?" It is irregular to ask a player to place before him the card he played. The correct method and rule is, to ask the players each to draw the card he played. If a player ask that a particular card be placed before its player and a wrong card is appropriated, and the player making the illegal demand is thereby misled, he must abide the consequences. Cards cannot be required to be placed except at the proper request of the player.

86. If any one, prior to his partner playing, should call attention to the trick—either by saying that it is his, or by naming his card, or, without being required so to do, by drawing it towards him—the adversaries may require opponent's partner to play the highest or lowest of the suit then led, or to win or lose the trick.

See Rules 53, 55, 57, 61, 68, 76, and note to 76, *i. e.*, the opponent's partner may be required to take the trick or not take it.

87. In all cases where a penalty has been incurred, the offender is bound to give reasonable time for the decision of his adversaries.

88. If a bystander make any remark which calls the attention of a player or players to an oversight affecting the score, he is liable to be called on, by the players only, to pay the stakes and all bets on that game or rubber.

89. A bystander, by agreement among the players, may decide any question.

A statement of fact by either player binds his partner.

Partners may not privately consult in case of difficulty.

90. A card or cards torn or marked must either be replaced by agreement, or new cards called at the expense of the table.

91. Any player may demand to see the last trick turned, and no more. Under no circumstances can more than eight cards be

seen during the play of the hand, viz., the four cards on the table which have not been turned and quitted, and the last trick turned.

Etiquette of Whist.

The First ten Paragraphs from Olay's Treatise on Short Whist.

The following rules belong to the Established Etiquette of Whist. They are not called laws, as it is difficult, in some cases impossible, to apply any penalty for their infraction, and the only remedy is to cease to play with players who habitually disregard them :

Two packs of cards are invariably used at Clubs ; if possible this should be adhered to.

Any one having the lead and several winning cards to play, should not draw a second card out of his hand until his partner has played to the first trick, such act being a distinct intimation that the former has played a winning card.

No intimation whatever, by word or gesture, should be given by a player as to the state of his hand or of the game.

The question, "who dealt?" is irregular, and if asked should not be answered.

A player who desires the cards to be placed, or who demands to see the last trick, should do it for his own information only, and not in order to invite the attention of his partner.

The same rule applies in asking the question, "what is the trump suit?"

No player should object to refer to a bystander who professes himself uninterested in the game, and able to decide any disputed question of facts: as to who played any particular card; whether honors were claimed though not scored, or *vice versa*, etc.

It is unfair to revoke purposely; having made a revoke, a player is not justified in making a second in order to conceal the first.

Until the players have made such bets as the wish, bets should not be made with bystanders

Bystanders should make no remark, neither should they by word or gesture give any intimation of the state of the game until concluded and scored, nor should they walk round the table to look at the different hands.

No one should look over the hand of a player against whom he is betting.

Whenever a player commits an error for which a penalty is provided by whist laws, *always* exact it; by so doing you will avoid disputes. It is a part of your score as much as points made through tricks. Mr. Drayson tells us, "to dispute about a penalty that ought fairly to be claimed, is an indication of an ignorant and litigious disputant."

Don't be lost in your own hand. Keep in mind that you have a partner and that he holds as many cards as you, and that he generally holds as much strength in his hand as you do in yours, and frequently more. Don't let a card fall from either player without your observation; remember who played it, and as soon as played study the significance of the play, that you may, if it came from your partner, aid him in his purposes, and if it came from an adversary, that you may defeat him in his plans.

Always play to the score.

If about commencing to play with a player whose game is unknown to you, you may ask him by what author he plays; or if he plays

"the call and echo," &c., &c., and you may inform him of your system of playing.

In playing a game of short whist in which honors are scored, and your score is at three, and in playing ten point whist, and your score is at eight, you holding two honors may ask your partner, "Have you an honor?"

If you think the game is lost you may at any time ask your partner, "shall we throw down our hands?"

If you are an indifferent player, you should not force yourself into a full set of good players, as your playing with them demoralizes the character of their game, and brings it down to about the standard of your game; and if you are a good whist player you should not force yourself into a full set of indifferent players. In either event, if you are desired as a player by either set, you will be called.

Make no expression as "what a poor hand," "I can't take a trick," "I can take a given number of tricks," &c., &c., but follow subdivision four in its broadest sense.

Hold your cards at such an angle that no player can see the face of any of them, and in dealing hold the cards in such position and play them out in such way that neither player can see the face of any of the cards.

Play your cards with a uniformity of manner, that no inferences can be made from an exception.

An outsider should not, after seeing one or more of the hands, make any expression indicating the result of the hand.

Keep an honest score. Avoid quibbles and technicalities, and if a dispute arises as to the rights of players under the rules of the game, consider that the winning or losing of a trick is a small matter, while a reasonable and right decision is of great importance—possibly it establishes a precedent for all time. Keep your cards well in hand and play them in a gentlemanly manner; don't slam them down on the table. Let all your words and actions, at the card table, be in harmony with the character of refined whist.

Your partner winning the first trick in your favor in the hand, you should gather the tricks during the play of that hand.

Exercise a kind forbearance toward your partner. Rejoice with moderation at your success, keeping in mind that you and your partner probably had the strength of cards to produce the result.

Emulate the best player. One whose equanimity and courage is not affected by defeat, and many of them; he is ever cool and plays his cards up to the full measure of probabilities.

Be ever ready to acknowledge an error if you have made one, and at all times and under all circumstances be of good temper and develop the elements that prove the true gentleman.

Dummy.

Is played by three players.

One hand called dummy's lies exposed on the table.

The laws are the same as those of Whist, with the following exceptions:

I. Dummy deals at the commencement of each rubber.

II. Dummy is not liable to the penalty for a revoke, as his adversaries see his cards. Should he revoke and the error not be discovered until the trick is turned and quitted, it stands good.

III. Dummy being blind and deaf, his partner is not liable to any penalty for an error whence he can gain no advantage. Thus, he may expose some, or all of his cards, or may declare that he has the game or trick, etc., without incurring any penalty; if, however, he lead from Dummy's hand, when he should have led from his own, or *vice versa*, a suit may be called from the hand which ought to have led.

DOUBLE-DUMMY

Is played by two players, each having a Dummy or exposed hand for his partner. The laws of the game do not differ from Dummy Whist, except in the following special law: There is no misdeal, as the deal is a disadvantage.

Glossary of Terms Used in the Game of Whist.

Bumper.—Winning two games—*i. e.*, eight points—before your adversaries have scored.

Command of a suit.—Having the best cards of that suit. See *Establish*.

Conventional signals.—Certain recognized methods of playing by which information is afforded to your partner as to the state of your hand, more especially as to its numerical strength.

Cross-ruff.—See *See-saw*.

Discard.—The card you play when you cannot follow suit, and not trump it (if a plain suit).

Double.—Scoring five before your adversaries have scored three.

Echo, The.—Asking for trumps in response to your partner's signal. The *Echo* means that you have four trumps at least.

Eldest hand.—The player on the dealer's left hand.

Establish.—A suit is said to be established when either you have exhausted all the best cards in it which were against you, or have the power of doing so by playing your commanding cards. See *Command*.

False card.—Playing a card contrary to the conventional rules of the game with the view of deceiving your adversary.

Finessing.—An endeavor, when second or third player, to take a trick with a lower card, when a higher, not in sequence with it, is in your hand, in the hopes that the intermediate card or cards may be with your right-hand adversary or your own partner.

Forcing.—Leading a plain-suit card that compels your adversary or partner to play a trump to take the trick.

Fourchette.—The two cards on either side of a card led, thus: King and Knave make the *fourchette* to the Queen led; Queen and ten make the *fourchette* to the Knave; and so on.

Game.—Scoring five points.

Guarded.—A second-best card is said to be “guarded” if you hold a small card of the suit which you can play to the best card. A third-best card generally requires *two* guards.

Hand.—The thirteen cards held by each player.

Honors.—Ace, King, Queen, and Knave of trumps. Ten and nine are sometimes called the Dutch honors.

King-card.—The best card left in each suit. Thus, if the Ace and King were out, the Queen would be the King-card.

Lead, the.—The play of first card to a round or trick.

Leader.—The first to play each round.

Leading through and up to.—If you play first you are said to lead *through* your left-hand adversary, and *up to* your right-hand adversary.

Long suit.—One of which you hold originally more than three cards. The term is, therefore, indicative of strength in *numbers*.

Long trumps.—The last trumps held in one hand.

Long cards.—The last cards of the suit held in one hand.

Losing card, a.—A card which will not take a trick in its suit.

Love.—Nothing scored.

Make.—To *make a card* means to win a trick with it. To *make the cards* means to shuffle.

Opening.—The plan on which the game is commenced.

Partie, a.—The same players playing two rubbers consecutively, or should it be necessary, a third rubber, to decide which is the best of the three rubbers.

Penultimate, the.—The lowest card but one of a suit led. It is the conventional signal that you hold more than four cards in the suit you have thus led.

Peter, the.—The signal for trumps.

Plain suits.—Suits not trumps.

Points.—The score made by tricks or honors ;
for each trick after six, one point is scored.

Quarts.—Sequence of any four cards.

Quart-major.—The Sequence of the four highest
cards of a suit.

Quitted.—A trick is said to be quitted when
the four cards constituting it have been
gathered up, turned on the table, and left.

Quint.—Sequence of any five cards.

Re-entry.—Winning a trick at an advanced period
of the hand, so as to secure you the lead.

Renounce.—To play a card of another suit than
that led, holding none of the latter.

Revoke.—To play a card of another suit though
holding a card of the suit led.

Rubber.—Two games won in succession, or two
out of three games.

Ruffing.—Trumping a suit.

Score.—The points marked by coins, counters, or
otherwise.

Seesaw.—Partners trumping each a suit, and
leading to each other for that purpose. Also
called a *Cross-ruff*.

Sequence.—Three or more consecutive cards in the order of their merit. A sequence of three cards is called a tierce, of four a quart, of five a quint, and so on. Ace, King, and Queen are called tierce-major. An *under* sequence is one at the bottom of the suit. An *intermediate* one neither at the top nor at the bottom of the suit.

Short suit.—A suit of three or less than three cards.

Signal for trumps.—Playing an unnecessarily high card, following it by a smaller card of the same suit.

Single, a—Making game after your adversary has scored three or four up.

Singleton.—One card only in a suit.

Slam.—Making every trick.

Strong suit.—One containing more than the average number of high cards—in contradistinction to numerical strength or length.

Tenace.—The best and third best card (in the same hand), for the time being, of any suit.

Tierce.—Sequence of any three cards.

Tierce-major.—The sequence of the three highest cards of a suit.

Treble.—Scoring five before your adversary scores one.

Trick, a.—Four cards played to a round, viz., the card led, and the three cards played to it.

Trump card, the.—The card turned up by the dealer.

Trumps.—Cards of the same suit as that turned up by the dealer.

Under play.—Speaking generally, it means keeping back best cards, and playing subordinate ones (not in sequence) instead. It differs from finessing in this, that the object is not to take the trick with the smaller card, but to conceal the possession of the higher card or cards, so as to use them more effectively later.

Weak suit.—One containing less than the average number of high cards, in contradistinction to a suit short in *number* of cards, or length.

First Lead and What to Lead.

Having five or more trumps, lead trumps. As a general rule, holding seven or more trumps you will lead the highest. Holding six with Ace and K at the head, you will lead K, then A, and holding.

K, Q, and five or more others below 10, lead K and return with lowest. Holding K, Q, 10 and four or more others lead K and return with lowest. Holding A, Q Kv and two or more, lead A, then Kv. Holding A, K, Q Kv, with or without others (except the 10) lead Kv, holding the 10, lead 10. Holding Q, Kv, 10 and two or more low cards, lead Q, then 10. Holding Kv, 10, 9 and two or more low cards, lead Kv, then 9. Holding Q, Kv, 9 and three or more low cards, lead Q, then Kv. Holding 10, 9, 8 and three, or more low cards, lead 10, then 9. Not holding either of the foregoing combinations, you will lead from the lowest but one, or the lowest of a three card sequence, or the lowest of an under sequence.

TRUMPS LEAD FROM LESS THAN FIVE.

Holding great strength in each of the plain suits lead trumps, although you are very weak in trumps. If you have great strength in two plain suits and your partner has shown strength in the other, lead trumps and play a forward game, as

holding A and 3, play A, then 3. Lead trumps if your partner has called for trumps, and in answering his call you will play a more aggressive game than you otherwise would; as holding A, K and 3, you would play K, then A, and follow with 3. Lead trumps in return of your partner's lead of trumps. You can *finesse* with more freedom in trumps than in plain suits. You having *finessed* and taken a trick in trumps led by your partner, will return with commanding card or cards if held by you, without regard to the number originally held by you.

2d. Holding a sequence of the highest three, return the lowest of the sequence, follow with the intermediate card.

3d. Holding but two after first round, one of which is second best, lead that as an assisting card.

4th. Holding three or more small cards after the first round, return next to the lowest, that you may the next round "echo," *i. e.* play the lowest, and thus inform your partner that you held originally at least four of the suit.

Lead trumps if your partner has refused to trump an adversary's certain trick. Lead trumps if your game is desperate, although weak in trumps and in plain suits.

You holding the best trump, the others having been played except one, and that held by an adversary, you will generally play trump.

1st. When you have an established suit.

2d. When your partner has an established suit and you can give him the lead.

- 3d. If the adversary holding the last trump has an established suit.

If one of your adversaries holds a commanding card of a suit with which he might take the lead, and get in then with his or his partner's established suit, do not lead your trump card, but lead from your established suit and force the trump from your adversary, holding up your trump as card of reëntry.

Lead trumps if your adversaries have a cross-ruff. You will rarely make a mistake in leading trumps when you draw two for one. Lead trumps if the fall of the cards indicate quite clearly that the adversaries will obtain a double ruff. A player by leading trumps assumes the hazards of the hand, and it is obligatory on his partner to follow up the lead, if he can, until his opponents' trumps are exhausted, unless one of them renounces, and unless it was apparent that the trump lead was a forced lead.

YOU USE YOUR TRUMPS TO

- 1st. Exhaust your adversaries' trumps and thus prevent their trumping your and your partner's high or winning cards in plain suits.
- 2d. To trump the winning cards of your opponents' plain suits. Trumps are the kings of the chequer board, or the artillery in the military service, powerful to break up combinations and scatter forces.

When either player in his first lead in the hand does not lead a trump, he tells his partner that he has not as many as five trumps, the rule to lead

a trump when holding five or more being so nearly imperative and without exception.

Holding four trumps with ace at the head, or king and queen at the head, or a suit with head sequence of ace, king, queen and others, and good card of reëntry in another plain suit, as ace or king and a small one, lead trumps, holding up ace for third round. Holding four trumps with ace at the head or king and queen at the head and commanding cards in one plain suit and good card of reëntry in another plain suit, and your partner having shown strength in the other plain suit, lead trumps, holding up ace for third round.

Your partner having led trumps you will trump more freely than you otherwise would.

Not holding five or more trumps, and there being no special consideration why you should lead trumps, you will lead from your

STRONGEST PLAIN SUIT.

Two elements go to make strength in a suit.

1. Numbers—as three cards of a suit is a weak suit, four has strength, while a suit of five or more cards has very great numerical strength.
2. The other element of strength, is high or commanding cards. A suit composed of K, Q, Kv, or one composed of A, K and Q would be strong in high cards, yet would be numerically weak. While a suit composed of either of those three cards with two or more of the suit would, be a very strong suit, combining both elements of strength.

NUMERICAL STRENGTH.

You will make your first lead from your suit having numerical strength, even if it contain no honor and generally follow up this lead until the suit, is established.

It is generally best to lead the lowest of your strongest suit, unless it combines both elements of strength. In all suits of four cards and no honor, play your lowest, and in all suits of five or more cards without honor, play fourth card in value, except if you hold 10, 9, 8, and another, play 10.

CARDS OF RE-ENTRY.

You will generally hold up your high cards in suits in which you are numerically weak, as well as your trumps, for cards of reëntry, that you may later in the hand bring home the small cards of your numerically strong suit.

As an *original* lead, never lead from a singleton.

By that lead the chances are two to one you will sacrifice a high card held by your partner, unless you lead the ace, and if so be, you parted with it for a small consideration, as the probabilities were, that if you had held it, that you would have captured a high card, perhaps king or queen, from an adversary, and on his or his partner leading the other, you could have trumped that. Without your making the lead, the probabilities are that later in the hand the suit will be led, and that you can get in a trick

or two. And, above all other reasons, the *play is not whist*—it is entirely at variance with the principles of modern whist, and is utterly repugnant to every sound whist player.

HEAD SEQUENCE.

Lead the highest of a head sequence. Holding queen, knave, ten with another or others, lead queen.

The chance is two to one that your adversaries hold ace, and a like chance that one of them holds king, and yet there is an even chance that your partner holds one or the other of those cards, and holding either he would hold it up, and not cover the queen unless for very special reasons. The king being held by second hand, it would be played on queen. Your partner holding ace would of course play it, and capture the trick, and also thereby establish your suit. You will follow this lead with knave, and if originally both ace and king of the suit were held by your adversaries, this lead will establish your suit.

There are exceptions to the rule of leading from the head of your head sequence.

1. Holding A, K, Q, with another, or others, you lead K, then Q, and then A.

2. Holding A, K, Q, Kv, with or without others, you lead K, then Kv, (the result of the first trick informs your partner that you hold A, he keeping that in mind, would know that you must have Q, or you would not have led Kv, *i. e.*, that you would not have given a certainty—a lead from the A, for an uncertainty, a lead from Kv.)

3. Holding K, Q, Kv, 10 with another or others, lead 10.

4. Holding K, Q, Kv., and more than one small one, lead Kv.

LEAD FROM PLAIN SUIT OF FOUR CARDS.

Having no plain suit of more than four cards, you will lead from your strongest plain suit of four cards.

A suit of small cards headed by queen and knave, is a better suit to lead from than a suit of three small cards headed by King. You may hold tenace in two suits, king and two small cards in third, suit and three small trumps, in which case you would adhere to the rule and and open the tenace suit, composed of four cards. When forced to lead from a weak suit, lead highest of a sequence.

ACE IS LED FROM

Suits following as indicated, to wit :

Ace and four or more small cards.

Ace, Q, Kv with or without others, and follow with Queen.

Ace, K and others when the leader has trumped a suit.

Ace, K, only as a forced lead.

Ace, Q Kv, and one other below the 10.

Ace, Q, Kv, and no more.

Ace, Q, Kv, and two others below the 10, follow with Kv.

Ace, Q, Kv, 10, follow with 10.

Ace, Q, Kv, 10, 9, with or without others, follow with 9.

Ace, Q, 10, 9, and one or more others below the 8, follow with 9, holding the 8; lead that second round.

Ace, Kv, 10, 9 and one or more others.

Ace, and one or two small cards only as a forced lead.

Holding ace, and four or more small cards, and being strong in trumps play low card.

KING IS LED FROM

Ace, King, Q, Kv, with or without others.

Ace, King, Q, with or without others.

Ace, King, Kv, with or without others.

King, Q, but not with 10, nor with Kv with two or more others.

First, king is only led as a forced lead from ace, king, and one other, and K, Q, and one other, and also from K and one other.

Ace, King, Kv, with or without, and then suit changed.

Ace, King, Q, and one or more others below Kv; this is followed by Q.

King, Q, and two or more others not including Kv.

A QUEEN IS LED FROM

Q, Kv, 10, with or without others.

Q, Kv, 9, with three or more others.

Q, Kv, and one other.

A lead from Q, and two others below the Kv, and from Q and one other, are forced leads.

KNAVE IS LED FROM

K, Q, Kv, and two or more below the 10.

Kv, 10, 9, with or without others.

Kv, 10, and low one.

TEN IS LED FROM

K, Q, Kv, 10, with or without others.

K, Kv, 10, with or without others.

NINE IS LED FROM

A, Q, 10, 9, without others.

A, Kv, 10, 9.

K, Kv, 10, 9, with or without others below the 8; holding the 8, also lead that.

A low card is led from a suit of four which may contain A and Q, or K with Kv, or Q with Kv, or only one honor, or no honor.

The first lead by each player is from his strongest suit. His second lead is, possibly, and his third lead probably is a forced lead.

UNDERPLAYING.

Holding up ace or commanding card second round is hazardous and should not be done, except for special reasons.

1. Being very strong in trumps.
2. The fall of the cards at previous round might justify it.
3. Holding cards only of the suit led, and the only trump or trumps unplayed, it might be policy to underplay until you could get command of the suit.

If your hand is altogether weak, you will play not to injure your partner's hand, and in as far as possible to hide the character of your hand from your adversaries, that they may not center their forces on your partner.

PLAY TO THE SCORE.

1. Play to save the game—(that being assured—)
2. Play to win the game.

3. Don't speculate with the game to see how many tricks you can take, but if you want only one trick to save the game, take it as early as you can.

TRUMP LEAD FROM FOUR AND LESS.

The trump lead from four is substantially the same as from five. The following are exceptions :

1. From A, Q, Kv, and one other below 10, lead A, then Q; both winning, lead lowest.
2. From K, Q, Kv, and one other below 10, lead K, then Q; both winning, lead lowest.
3. From Q, Kv, 10, and one below nine, lead Q, then Kv.
4. From Kv, 10, 9, and one below 8, lead Kv, then 10.

You will generally lead your lowest trump from hand of three trumps, and your highest from hand of two.

Do not force your partner when you are weak in trumps. Exceptions :

1. If he has shown a desire to trump. (This may be from his holding extremely long hand in trumps and no suit, and you not having indicated one, or from his being very weak in trumps.)
2. When your adversaries are running or have called for trumps.

Do not lead up to a tenace, *i. e.*, the highest and the third highest cards of the suit held by your right hand adversary.

Holding no suit, and your partner not having indicated one, lead the suit your left hand adversary has shown strength in and in which your

right hand adversary has shown weakness. This is called leading through the strong and up to the weak. By this lead you are not liable to injure your partner's hand, and yet, you are establishing your adversary's suit.

Holding ace, queen and one small card of your partner's suit, *finesse* with queen first round; when you return the lead play ace.

Holding originally but three cards of your partner's suit, when you return the lead, play the highest of the remaining two cards. You play this card to strengthen and protect his suit, as if he does not hold the highest card of the suit at second round, you by the play get that card out of his way. You playing second best and he holding the highest card of the suit, he would hold it up.

Holding originally four or more cards of your partner's suit, when you return his lead, lead lowest, unless you hold the commanding card of the suit; if so, when you return the suit, play that card.

When you have led a strengthening card and it held the trick, follow up the lead, as it is quite evident that your partner holds the commanding card and that the intermediate card is held by your left hand adversary.

Exception.—If the fall of the cards indicate that your right hand adversary would trump third round.

PLAY OUT COMMANDING CARD OF PARTNER'S SUIT.

Play out the commanding card of your partner's suit, that you may get out of his way in bringing in his suit.

HOLD UP COMMANDING CARD OF ADVERSARIES' SUIT.

If your hand is altogether weak, the best you can do is to so play as least likely to injure your partner's hand and to give him such aid as you can by playing strengthening cards.

Your partner leading ten first round and no honor having been played on it, and you holding no honor, except ace, may infer that your partner led from K, Q, Kv, 10, with or without others, you should therefore play your ace, and get out of your partner's way.

You should generally trump a doubtful trick, although strong in trumps, if the lead come as an intentional force from your partner, as by it he indicates to you that he is strong in trumps. You may reach your partner's intent by the fall of a card previously played. As for instance, you had played queen and knave to king and ace, this followed by his playing a small card of the suit, would clearly indicate your partner's wish for you to trump the trick. This play being made late in the hand and the score being 4 to 4, would

indicate that your partner wanted you to play your highest trump to the trick, and this especially so if the indications were that the commanding card was in the hand of your left hand adversary. You might infer from the play that your partner held second highest trump unguarded.

You want to hesitate about trumping an intentional force from your partner if you are long in trumps, and hold a good and well established plain suit.

WHEN TO FORCE YOUR PARTNER.

If you are strong in trumps, force your partner. If your partner has indicated a suit and you hold no suit, your policy should be to aid him at once in establishing his suit, and, to do so you will lead your highest cards of his suit.

GENERALLY FOLLOW UP YOUR LEAD UNTIL YOUR SUIT IS ESTABLISHED.

Holding four trumps, you should generally follow up the lead of your suit until it is established, and at the same time hold up a commanding card in another plain suit as a card of reëntry, and as soon as your suit is established you will exhaust the trumps; then, if needs be, catch the lead with your card of reëntry, that you may bring in the remaining tricks through your established suit.

Holding a very poor hand and your score desperate, lead trumps. This lead is made on the

theory that your game is lost unless your partner has strength to save it. By this play the forces are at once brought into conflict and without costing your partner an extra trump to get the lead. If he has strength he may save the game; if he has not, the game would be lost with any lead.

Being forced to lead from a suit of two, lead your highest unless your highest is ace, then lead lowest.

Return your partner's lead in plain suit at once if you hold but one more and are weak in trumps and do not hold a good plain suit.

1. Be cautious of this lead if you took the trick cheaply.
2. Consider whether it was not a forced lead by your partner.

In leading a small card from a plain suit of five or more cards, play the the fourth card in value of the suit—this is called the *plenultimate* play. When the card or cards held below the original card led are played, the leader has informed his partner how many cards of the suit he held at first.

DISCARDING.

Discard from your weakest suit.

Exception.—In case your adversaries have declared great strength in trumps, as by leading them or calling for them, let your *first* discard be from your strongest suit.

So discard that you keep your honors guarded. It is better to blank an ace than unguard king or queen. If your partner has shown weakness

in all the suits, you are at liberty to play your cards in any way whereby you may get the most tricks. If the play then should be at your left hand player, you might induce him to lead up to your tenace by discarding from that suit. Holding only best and second best, discard the best.

Holding the complete and entire command of a plain suit and desiring it led by your partner to you, discard the highest card of this suit.

FALSE CARD.

Do not play a false card, as playing knave when you hold ten ; by such a play you deceive your partner ; he can but interpret it as a call for trumps. Exceptions :

1. If adversary is trumping a suit of which you are strong, you may sometimes stop the ruff by playing highest card of the suit.

2. If your partner has an utterly worthless hand, deceiving him goes for nought and if you can gain a trick by deceiving your adversaries, it is your game.

You should avoid changing suits.

Having won cheaply your partner's first lead of a suit, be cautious in returning it, unless you *finessed* and hold the commanding card. If so when you return the lead, lead the commanding card. If you held originally the highest three cards of the suit, the probabilities are that an adversary will trump it third round.

Having taken the first round cheaply and not holding the high cards of the suit, you know they

lie with your partner or your right hand adversary ; the latter may be holding up ace, queen, to capture your partner's king, knave.

HOLD UP A CARD OF REENTRY.

It is a great advantage to hold up a high card of a plain suit as a card of reentry, to enable you to get the lead as the hand approaches the close, to bring in your or your partner's established suit.

EXCEPTIONAL PLAYS.

Avoid making them.

By an exceptional play you deceive your partner.

SECOND HAND.

The rule is to play low card second hand.

1. This being the first lead of the player in the hand and the first lead of the suit, you will at once infer that it is your right hand adversary's strongest suit. We have already stated, hold up the commanding card of your adversaries' suit, so a low card being led you will play your lowest, the chances being equal that your partner's fourth hand holds a higher card than third hand, and that your partner will capture the trick.

2. The third hand having shown weakness in the suit and your partner having captured the trick and you having held up ace and another honor, you now have the leader at great disadvantage in the suit.

1st. You know the leader did not hold originally king and queen.

2d. You know that third hand has, in all probability, played his highest card; you know he does not hold king.

3d. Fourth hand not now holding a suit that he desires to open, will follow up this suit with a low card, when you can *finesse*, holding up the commanding card of the suit, knowing that the strength of the suit is with you and your right hand adversary. If so be that your right hand opponent holds the commanding card of the suit, he must play it second round and leave you with commanding card of his suit, or, if he held king and you ace and he should play king, you would of course cover with ace; if he plays low you would hold up ace if you could play a higher card than third hand played first round, or if you are strong in trumps. If an honor is led, as a general thing cover it, as knave led, generally play queen whether you are long or short of the suit, but do not cover knave with ace.

1st. You may cover knave with ace being very long in the suit and very weak in trumps.

Holding a sequence of high cards, you will play the lowest of the sequence.

1st. You may thereby force the highest card from third hand.

2d. You may thereby save your partner the necessity of playing the commanding card of the suit, and your partner should be extremely cautious and not interpret this play as a call for trumps. If you should hold the trick, of course he would not regard the play as a call; if he is not a skillful player, you could, second round of the suit throw intermediate card and hold up lowest.

3d. If you are weak in trumps and have not confidence in your partner, you had better hold up your sequence cards and adhere to the rule and play lowest of the suit.

Holding the commanding card of the suit, you will generally play it second round of the suit, unless third hand showed weakness at previous lead and your partner captured the trick with a small card.

1. If you have great strength of trumps, you may hold up ace second round.

2. You would hold up ace second round if you are satisfied from indications of previous play that third hand will trump the trick.

3. Trumps being exhausted by your right hand opponent, who then opens a suit of which it is apparent that you and he hold the cards of that suit, you will hold up the high cards of the suit that you may ultimately get the command of the suit, neither you or your partner holding any other suit.

Holding ace, queen, with not more than two small cards, play lowest.

Holding ace, king, with or without others, play king in plain suits and also in trumps, holding four or more small trumps.

Holding ace, king, knave, with or without others, play king, and if the lead be trumps and you hold five, play king. Holding less than five trumps, play your lowest, unless for special reasons, as having a very strong plain suit and commanding and very high card or cards in all the suits, and you wish to follow up the trump lead.

1. If you should play knave, the probabilities are you would hold the trick and you would then have the rounds with ace and king.

2. You could now, if not holding the highest trump, run your strong suit and force a trump from your right hand

adversary; you still holding card or cards of reëntry in your other suit or suits.

HOLDING BUT TWO CARDS IN A SUIT.

Adhere to the rule and play second hand low.

1. If your adversary has exhausted trumps, and you have a suit established, and he then opens a suit by playing a low card of which you hold only high honor, as king and a small card, play king.

2. The chances are even between third hand and your partner as to either holding ace, and under the circumstances the probabilities are three to five that it is not held by third hand. Of course, you fail if ace is held third hand, but if held by your partner or the leader, you secure the trick and are enabled to bring in your established suit.

Holding Q, Kv and a small card, play Kv in plain suit as well as in trumps.

If a strengthening card is played second round, it is generally best for you to cover if you can, and hold up second; as if ten is lead and king or ace took first trick, and you hold on second round, queen and knave, with another or others play knave; cover the ten with knave.

If you are led through the second round of a suit, you should generally play your highest.

1. If by the fall of the cards the first round of the suit you are satisfied that the second best card now out of the suit is with your right hand adversary, and you hold first and third best, play the latter; this holding the trick and you are led through again, play the best.

Be cautious in interpreting strengthening cards played by your partner as a call for trumps.

Holding a sequence of suit led with or without others, headed as high as by queen, play lowest of sequence, a higher card not being led.

An honor led, you will generally cover it if from your short suit. If from your strongest suit you will play low, unless King is led and you hold ace, when put it on—except you are very strong in trumps, when you can play low first round—or cover Kv with Q, holding up A.

Holding A, K, Q, with or without others, play Q.

Holding A and K, with or without others, play K.

Holding A, K, Kv, with or without others, play K.

Holding A, Q, 10, with or without others, play 10.

Holding A, Q, and low one or more, play low card.

Holding A and Q, only play Q.

Your adversaries' trumps being exhausted, and your partner having the lead, and you holding the complete command of a suit, and not being able to follow suit in the suit led, will throw thereon the highest card of your strong suit, and by this play inform your partner that you still hold the commanding cards of that suit. Signal for trumps, holding five or more. Your partner leading trumps, and you holding four or more, "echo."

Keep in mind that you require greater strength in trumps to justify a call, than you do to lead them. You would lead trumps from five small trumps—while to call for trumps you should hold at least four including two high honors, or five with an honor, together with two strong plain suits, and a protecting card in the other plain suit.

Being strong in trumps, do not trump a doubtful trick. Being very strong in trumps, but not holding more than five, and holding an established suit, with a good card of reëntry in another suit, you may pass a certain trick, as your discard may commence or finish your signal for trumps. Holding not more than three trumps, trump freely unless they are commanding trumps. Holding good plain suits do not trump a doubtful trick unless very weak in trumps.

PLAYING TRUMPS SECOND HAND.

You will generally play trumps second hand according to the directions given for playing plain suits second hand. A low card being led, play your lowest. *Exceptions*

1. Holding A, K, Q, with or without others, play Q.
2. Holding A, K, Kv, with or without others, play K.
3. Holding two honors and 10, with or without others, play 10.
4. Holding Q, Kv and only one small card, play Kv.
5. Holding Kv, 10 and only one other, play 10.
6. Holding 10, 9 and only one other, play 9.
7. Holding Q and only one small and Kv or 10 led, play Q.
8. Holding K and only a small card, play K.
9. Being very strong in trumps, it is generally policy to play low that you may get the complete command of the suit and *it is always policy for you to hold the command of trumps as long as possible*. If your partner has shown strength in trumps, you will generally play to

save his trumps as much as possible; whether you are long or short in trumps. Always so play if you are short in trumps.

PLAYS OF THIRD HAND.

This being the first lead in the hand made by the player and the first time the suit has been led in the hand, it is presumably the leader's numerically strongest suit. Third hand is called upon, of course, to take what tricks he can in the suit and to play his cards in a way most conducive to the establishment of his partner's suit.

The general rule being,

PLAY THIRD HAND HIGH.

A low card being led, third hand will play high enough to take the trick and will:

1. Holding A, K, Q, with or without others, play Q.
2. Holding A, K, with one or more small cards, play K.
3. Holding A, Q, with one or more small cards, play Q.
4. Holding A, with one or more small cards, play A.
5. Holding K, Q, Kv, with one or more small cards, play Kv.
6. Holding K, Q, with one or more small cards, play Q.
7. Holding K, Kv, with one or more small cards, play Kv.
8. Holding K, with one or more small cards, play K.
9. Holding Q, Kv, 10, with one or more small cards, play 10.
10. Holding Q, Kv, with one or more small cards, play Kv.
11. Holding Q, with one or more small cards, play Q.

Holding other cards and the trick is held against him, will play, if he can, a higher card. The third hand always plays the lowest of a high sequence, unless the card led is next in rank with the lowest card of the sequence ; in that event throw lowest card held of the suit.

King led, play your lowest.

Queen led, hold up ace unless you need only one trick to make the game.

Knave led, holding A, K and others, play K, unless you are very strong in trumps and are strong in the other plain suits.

Ten led, holding ace and no other honor, play ace.

And holding A, K, Kv, with or without others, play K.

If you are very long in your partner's long suit you will be very cautious in *finessing* in the suit, as one of your adversaries may trump it second round.

If you held originally four or more cards of your partner's suit, when you return the lead to him, play your lowest card of the suit, unless you hold the commanding card of the suit ; if so, play that. *This is a rule applicable to trumps as well as plain suits.*

Signal for trumps if you want trumps led, and of course you will lead trumps if your partner has signalled for them and holding four or more of them you will, by your play of them, inform him thereof by the "echo."

You will not "echo" if the adversary is leading trumps. Hold up turned up card as long as

possible. Your partner knows you have that card. If your adversaries have shown strength in trumps play it, if you can without sacrifice, you may thereby stop your adversaries running trumps to draw that card. If you and your partners hold all the trumps out and neither has a suit, you may do well to lead from a singleton that your trumps may not fall together.

Force your adversary if he is long in trumps.

You may force your partner if he is weak in trumps and has shown a desire to trump.

Play out the commanding card of your partner's suit and hold up a small card to enable you to lead up the suit to him.

Hold as long as possible the commanding card of your adversary's suit.

In second round of a suit, the ace not having been played or lead, you may well infer it is at your left. You will play to draw it, and yet, to save the command of the suit. Not holding third best, you may judge, your partner having led the suit, that he holds it and you will therefore play second best to draw the highest card of the suit.

But, if you are satisfied it was a forced lead by your partner, and you hold fourth best, play that, as if third best is on your right, you force out the highest card of the suit, and are left with the commanding card of the suit. Of course, if your left hand adversary has shown weakness in the suit you will *finesse* on the probabilities that the ace was held up on your right, but possibly it may have been held up by your left hand adver-

sary as a card of reëntry, and if so, you want to play a card high enough to draw it.

THIRD HAND DISCARDING.

Discard from you weakest suit. *Exception :*

1. If your adversaries are running or have called for trumps, let your first discard be the lowest card of your strongest suit, unless you hold at least the highest four cards in a plain suit; then throw the highest of that suit.

2. Two plain suits having been played, and you holding tenace in the other plain suit, although weak or very long in trumps, you can hold up trump to a doubtful trick, that tenace suit may be led up to you in case your partner does not capture the trick.

3. Not holding tenace under the circumstances stated in the last paragraph, but holding six or more trumps, or being weak in trumps, trump a doubtful trick. Holding six or more trumps originally, then lead a trump. You discard generally in third hand the same as in second hand.

The plays of third hand in trumps are about the same as the directions given for the plays of third hand in plain suits.

You will generally play so high that you think the probabilities are that you will hold the trick, and yet you will *finesse* more freely than in plain suit.

Strength in trumps is only captured by higher strength of its own suit, while high cards of each plain suit are lost by higher cards of its kind as well as by the smallest of trumps.

You signal for trumps, holding five or more and good plain suits, or if your partner has indicated strength in plain suits or great strength in one plain suit and you hold good card of reëntry in one plain suit, and one card of your partner's strong suit, with which you can give him the lead. If your partner has commenced running trumps and you hold four or more, you will "echo."

Play your lowest of a high sequence, unless your partner has led card next in rank to that, then play your lowest card.

Holding A, Q, with or without others, play Q return ace. Being strong in trumps you will not trump a doubtful trick.

Holding five trumps you will not generally trump a certain trick if you hold a well established suit, or a long suit with complete commanding strength, but holding six or more trumps, you might trump a certain trick if you hold also a strong plain suit. Being very weak in trumps, trump even a doubtful trick.

Being strong in trumps, trump a trick when your partner played the suit with the intention of forcing you, as he would not make this play unless he was strong in trumps; but be considerate in interpreting this lead, whether your partner made the lead to force you or to throw the next lead to your left hand adversary, that he might be compelled to lead up to you. If you held second best trump guarded and needed but one trick to save the game, of course you would not trump the trick, your partner holding the trick when it passed you. You would hold your guard.

Do not trump partner's king, first lead of the suit.

1st. If your partner leads trumps and your right hand adversary renounces, and you hold second card and two small trumps and need but one trick to save game, you will play your lowest, that your left hand adversary may take the trick and lead up to your second guarded.

2d. If your game is in that condition that you can only save it by the hazard incidental to *finessing*, you will *finesse*.

3d. If your game is certain, played one way, of course you will always play in that way and avoid any hazard. Play to the score and win the game and not to demonstrate how many tricks you can take beyond those needed to win the game. Taking an unnecessary hazard in the game is never good playing.

Trumps being played except two, and you holding the higher and an adversary the other, you generally do well to take it.

Trumps being played except three, you holding the highest, and one adversary the other two trumps, and you holding a strong established suit and good cards of reëntury in one other plain suit that has not been played in the hand, it is frequently good policy to run your strong suit and force one trump, then getting the lead by your card of reëntury you will capture the remaining trump, and then be enabled follow up your suit.

Do not play the only trump on second round of adversary's strong suit. Hold up, to give your partner a chance to get in on that suit if he can.

THE PLAYS OF FOURTH HAND.

The play of fourth hand is to win the trick (if held by his adversaries) if he can, and with the lowest card of the suit held by him that will take the trick.

Not being able to take the trick, but holding five or more trumps, fourth hand will commence a call for trumps.

Fourth hand, by playing a high card, and then leading a lower, informs his partner that he holds the intermediate cards of the suit.

1. Fourth hand sometimes may refuse to take a trick, holding best card of a suit, preferring to wait for a suit of which he holds tenace to be led up to him; or preferring that the suit may be led again and he then get the command of the suit.

2. Again, fourth hand may refuse to win a trick if thereby he would be compelled to part with his only card of reëntree.

Fourth hand may sometimes throw a high card and take his partner's trick to get out of the way of his partner's strong suit, or to lead up to weak fourth hand.

If you are very strong in all the suits and trumps are led by your adversaries, and you desire them out, you might hold up commanding trump cards, or even two of them, that the lead might be followed and you hold the command at subsequent lead or leads of the suit, and thereby gain a further round of trumps for the further protection of your or your partner's plain suit or suits.

SOME SUGGESTIONS AS TO THE GAME.

Play to protect and aid your partner's hand. You know the composition of your own hand and have assurance; from his cards played, and the time and order thereof, what cards he probably holds.

Remember that life is short, for one even apt at games, to learn to play modern whist by his sole observation and study. He may become a fair player. His plays are of no special significance. His game is main force and utterly devoid of science. It is thirteen cards combatting thirty-nine, while the game as laid down in the books is strategical and scientific, and embodies the wisdom and judgment of the whist sages acquired after long, acute and sound investigation. They have reached a perfect system, a universal code of plays, each play having its meaning. Play as they suggest, study to know why you thus play. If you do not know the reason why, follow up your study in the premises, until you know the reason, and thus follow up the study until you know the reason for each lead directed to be made. Having reached this point you are a scientific and safe whist player and may sit down to a table with the best of players and with the confidence that you will not make a bad play unless by mistake. Having reached this point in the game you will realize there are exceptions to the rules of playing cards as laid down in this system. Now, when you are keen to discover by the fall

of the cards or other developments made in playing a hand, the cards held by yourself, an exception has occurred and you then promptly dash out and from the rules and play to meet the emergency; then you may be called a skillful player.

Learn to play your cards for their full value. He is a genius in the game who plays a succession of of very good hands or very poor hands up to the full measure of probabilities, with the same care and cool judgment that he would a succession of fair hands. Indifferent players take tricks with aces, kings, and commanding crads. Beside taking with these, a good player plays to bring in tricks with his smallest cards. It is the latter he plays for, the former will come as a matter of course. One plays for a purpose, the other does not.

Keep in mind that while you and your partner have been communicating to each other all the information you could as to the composition of your hands that you might not conflict but unite your forces to gain your purposes and with your twenty-six cards win a victory over your adversaries' twenty-six cards, that at the same time your adversaries have been making like communications to one another as to the state of their hands, that their forces might not conflict, but be joined to overcome your and your partner's intentions, and that therefore it is of the utmost importance to you and your partner that you each have closely observed and that you have remembered all these communications. They have informed you where it is fair sailing, and where the rocks and

sand bars may be found ; so I say, remembering all of which what your partner has said, what the adversaries have said, and with knowledge of the cards held by yourself, you will play your cards in a way to avoid the danger suggested and bring home as many tricks as possible.

Short History of Whist,

—AND A—

Summary of the Game in Prose and Verse

The game is believed to be of English origin ; probably a development of *trump*, (or more properly triumph) which was played in England at least as early as the time of Henry the VIII.

Trump (or triumph) is mentioned in a sermon delivered by Latimer, on the Sunday before Christmas, 1529. The game of trump is also mentioned by Shakspeare, punning on the word triumph. (*See Donce's Illustrations, and Antony and Cleopatra, Act IV., Scene 12.*)

The game of Whist is not mentioned by Shakspeare, nor by any writer of the Elizabethan era. The earliest mention of Whist (or more properly Whisk) is in the poems of Taylor, the water-poet, (1621.)

In the first edition of Cotton's Compleat Gamester, (1674,) Whist has no place, but it is added in the second edition, (1680,) as a game "com-

monly known in England." Cotton says "the game of Whist is so called from the silence that is to be observed in the play;" and this derivation of the word has been generally accepted, and was adopted by Dr. Johnson to the extent of explaining Whist to be a game of silence. But if the original name of the game was Whisk, Cotton's derivation fails. The derivation from an interjection signifying silence seems to have been taken for granted somewhat hastily.

The game was formerly played nine-up. The change to ten-up seems to have taken place in the first quarter of the eighteenth century. Whist played ten-up is called *Long Whist*. About 1785 the experiment of dividing into half was tried and *Short Whist* was the result. The short game soon came into favor; and in 1864, the supremacy of Short Whist was acknowledged by nearly all the English, French and American clubs—the clubs that adopted as their standard the *Club Code*, as revised and adopted by the Arlington and Portland Clubs. Edmund Hoyle is commonly called the father of the game. He was the first writer of any celebrity on Whist. He first published his *Short Treatise* about 1742, and subsequently issued sixteen editions. Since his death his works have been reproduced in numberless ways.

The game of Whist is played by four persons, two being partners against the other two. The partners sit opposite each other. The partnership is determined by cutting. The two lowest are partners against the two highest, and the lowest has the deal, and the choice of seats and cards. In cutting, the ace is reckoned as lowest. Each player has a right to shuffle the pack once before each deal, the dealer having the privilege of final shuffle. The shuffling being concluded, the player to the dealer's right cuts the pack. The dealer having reunited the packets, is bound to deal the cards, one at a time, to the players, in rotation, beginning with the player to his left.

Having dealt out the other cards, he then turns over the last card and places it on the table face upwards. This card is called the trump card, as the suit of this card is the suit which is trumps during the play of this hand. The deal being completed, the players sort their cards, *i. e.*, classify the cards of each suit. This is done for convenience and safety in the game.

The player now to the left of the dealer plays a card on the table, face upwards. The other players follow in rotation, being bound to follow suit with the card first played or led if they can. When all have played the trick is complete. It

is then gathered and turned over by the winning side. The highest card wins the trick. The ace is the highest in playing; and the other cards reckon in the order, king, queen, knave, ten, &c., down to the two spot, which is the lowest. This is what is called the natural value of the cards, and holds good as to all the suits excepting the trump suit. The trump suit has an artificial value as any card of this suit, even the lowest trump will take any card, even the highest card, of either of the other suits. Ace is highest card in trumps, king next, then queen, &c., down to two spot, the lowest. If any player cannot follow suit, (*i. e.*, has none of the suit led) he may play any card he pleases. The player who wins the trick, becomes the leader for the next trick, and this order follows until the hand is played out. The result of the hand is then scored. The side who win more than six tricks, reckon one for each trick above six; and in games wherein honors are scored, the side who separately or conjointly hold more than two of the following cards: Ace, king, queen and knave of trumps, reckon as follows: If they hold any three honors they score two, (that being the excess of their honors over their opponents,) and similarly if they hold four honors they score four. At Short Whist, players

who are at four cannot score honors. The same at Long Whist with players at nine. The side who thus in one hand, or in a succession of hands, first reach five at Short Whist, or ten at Long Whist, score the game. There may be added to the score to reach the five points at Short Whist or ten at Long, the points given as a penalty for violation of rules of the game, in case a violation occurred.

Whist players that do not score honors reckon only tricks taken above six by either side, and any penalty for violating a rule if a violation occur. The game not being won by either side the first hand, the player to the last dealer's left deals in his turn ; and in subsequent deals until the rubber is won each player deals in turn, the rotation going to the left. A game at short whist is called a single if the adversaries have already scored three or four ; a double if they have scored one or two ; a treble if they have scored nothing. A game at Long Whist is a single, if the opponents have scored five or more, a double if they have scored less than five. There is no treble at Long Whist. A rubber consists of the best two games out of three. If the same players win two consecutive games, the third is not played. The winners of the rubber win in points.

the value of the games they have won, and where the rubber has consisted of three games, the value of the loser's game is deducted. And whether two or three games are played, two points are added for the rubber at Short Whist; one point for the rubber at long. Long Whist is now seldom played.

Whist is a mixed game of chance and skill. The chance resides in the holding honors when honors are scored and the fortune of having high cards dealt in the hand. American Whist is largely divested of the element of chance by not scoring honors. The skill consists in the application of such knowledge as shall in the long run turn the chances of the cards in the player's favor. The commencement of the hand presents a problem of probabilities, but as the hand proceeds, observation of the fall of the cards, inferences therefrom, memory, judgment, character of games played by the players, the game as taught by the books, etc.; all come in so that toward the end of the hand we are often presented with a problem of almost pure skill. It is these ever-varying gradations of skill and chance that give the game its chief interest as a scientific pastime.

In order to become a skillful player it is necessary to bear in mind that the game is not one of any given player's hand against the other

three, but a combination of two against two. In order that two partners shall play their hands to the best advantage, they must strive, as much as possible, to play the two hands as though they were one, as they are a unit in the result of the plays of the hands. To accomplish this oneness of purpose it is advisable that they should pursue a uniform system of play, in order that each partner shall understand the plans of the other, and know as far as possible the strength he has for prosecuting it and so be placed in the most favorable position, that may not injure, but assist him in carrying it out. The experience of the last hundred years has developed a system of play, which is laid down by the authors of the day on Modern Whist, tending to this result.

By this system the player in his *original* lead, leads from the suit containing the largest number of cards. This suit has numerical strength. The object in opening with this suit is to exhaust the cards of the suit held by the other hands. When this is accomplished the cards of the suit remaining in the leader's hands are called "long cards" and now have a value that does not intrinsically belong to them. They often become of great service, for when led, they either compel an adversary to trump, or they make tricks. And

when trumps are all out, the player who has them obtaining the lead, makes as many tricks as he has long cards.

On the other hand, by opening a weak suit there is considerable risk of sacrificing partner's strength, and of leaving long cards with the opponents. Experience shows, that original lead from a weak suit, as a rule, does more harm than good. Sometimes a trick is taken by that lead, possibly two, but the chances are a sacrifice of partner's hand and establishment of the suit for the adversaries. The proper card of the long suit to lead is, as a rule, the lowest. The intention is for the third player to play his highest, or *finesse*, and play a lower card, yet one high enough to hold the trick—and so assist in clearing his partner's strong suit. If the leader holds up the best card of his suit he can use it later in the hand to capture other high cards of the suit when it is nearly or quite established. It is considered best, holding ace and four or more small ones, to play ace first, lest it be trumped second round. Also with strong sequence in the strong suit it is best to lead one of the sequence first, so that the adversaries may not win the trick with a small card. The card of the sequence to lead, as a rule, and the exceptions to the rule, is given in

detail in the directions for leading hereinbefore given.

The leader holding the first trick, will as a rule continue his suit, but if the first trick falls to another player, his play as a rule, will be to open his best suit, and so each player will as a rule in his first lead open his best suit.

If the first lead falls to the first player's partner he will open his best suit, one containing four or more cards—leading the lowest card of the suit with the intent that his partner should play his highest, or sufficiently high to hold the trick if he can. But the first player's partner, not having a suit, would as a rule, do well to return his partner's suit, and in a way to best aid his partner in establishing the suit. So, if he has only two cards remaining in the suit, he will return the highest, if more than two, the lowest—unless he holds the highest card unplayed of the suit—when he should return the lead with that card, however many cards he may hold of the suit. The reason of this rule is, that with but two cards of the suit remaining, the player is weak in the suit, and he is therefore bound to play his highest card to assist his partner in his suit, and it may be also to get that card out of his partner's way. But with three or more remaining after the first round, he is strong

in the suit, and is therefore justified in calling on his partner to support him. This rule of play is most important. It should be carefully observed with even the smallest cards, as it enables partner to count the situation of the remaining cards. Late in the hand the considerations in regard to the lead vary. If there is no indication to the contrary, it is best for each side to continue the suits originally opened by them. But the fall of the cards may show that it is disadvantageous to persevere in the suits first led. In such case, the player must have recourse to other and weaker suits, and to play in a way least likely to injure his partner—play through strength on your left, as your partner can avoid high cards played by second hand, or play a suit of which your right hand adversary is weak. The latter generally is the better play, as by it fourth hand has not power to injure your partner, and by the other play you may aid your adversary in establishing his suit, and in this emergency, if you hold but two cards of the suit you will generally lead the highest.

As a rule second hand plays his lowest, and in order to preserve his strength in leader's suit, and there is an even chance of his partner holding a better card than third player. Second hand hold-

ing a strong sequence should play the lowest of the sequence, by this may save to his partner's hand highest card of the suit. Holding king and queen, would play queen. Being short of the suit it is generally advisable to cover honor with honor. If king is led cover it with ace. Holding king or queen and three more of the suit, it is better to pass honor led. Having none of the suit led and being weak in trumps, or holding more than five trumps, second hand should trump. Third hand, as a rule, plays his highest card, (a higher one not having been played,) to support his partner in his suit. Holding ace, queen, third hand would play queen, and when he returned the lead, would lead ace and get out of partner's way in the suit. If partner commenced lead in his suit with high card, it is often right to pass it.

The management of trumps varies according to whether the player is strong or weak in them. If strong (*i. e.* with four or more and not less than six,) they should not be used for trumping, if it can be avoided, but should be kept together in hopes of establishing a suit for self or partner, and of remaining with the long trump with which to get the lead after the other trumps are out, and so to bring in the established suit. If opponents lead a doubtful card, it is better as a rule, not to trump it.

when holding as many as four trumps. Holding but four trumps, it is better to trump adversaries' winning card, than to pass it in hopes of bringing in a suit. Holding five trumps, a well established suit and card of reëntry in other suit, it is generally better to pass adversaries' certain trick. Either player holding five or more trumps will in his original lead lead trumps; and as number is the principal element of strength, he should not be deterred from leading trumps because fourth hand has turned up honor.

Lead trumps if adversary has cross-ruff. Lead trumps if partner signalled for trumps. Lead trumps in return of partner's lead of trumps. Being very strong in all the plain suits lead trumps. Being strong in two plain suits and your partner showing strength in the other, lead trumps. Being very strong in two suits, and holding four trumps, and the game desperate you may lead trumps. Being weak in trumps and all the plain suits, and your game desperate, lead trumps as the game is lost unless your partner has strength.

It is important to return partner's trump lead at once, unless he has led from weakness, or made a forced lead to prevent a cross ruff, for your partner, by leading trumps declares a strong game, and it is then the best policy to abandon

one's own plans and to support his. A player should not as a rule lead a card for his partner to trump, unless he has four or more trumps, for with less than four trumps the player is weak, and if he forces his partner to trump, partner of course is weakened, and the chances are that by weakening partner under such circumstances, the command of trumps will remain with the adversaries.

But a player may force his partner, although weak in trumps, if partner has already been forced, and has not afterwards led trumps; if partner has already declared weakness in trumps, as by trumping a doubtful card second hand; if two partners can each trump a different suit; and when one trick from partner's hand wins or saves the game. The same considerations which make it inexpedient to force partner when weak one's self, show the advantage of forcing a strong trump hand of the opponent's.

The second, third and fourth players should, as a rule, play the lowest of a sequence, that being high enough to take the trick.

By adhering to a uniform plan, players are enabled to infer what cards their partner does or does not hold. It is true the adversaries gain the same information; but it is found by experience that it is of more advantage to inform partner than to deceive the opponents.

As a rule it is advisable to lead out the winning cards of partner's suit. The presumption being that he led from his strongest suit, and by leading out the winning cards, the suit is cleared for him, and his long cards are not obstructed. The reverse applies to suits led by adversaries. It is mostly right to retain the winning card of their suit as long as possible, in order to stop the establishment of them. A player should discard from his weakest suit, unless adversaries have run or signaled for trumps, then he should make his first discard from his strongest suit. When adversary has shown great strength in trumps, it is generally well to keep guards to weaker suits and discard small cards from longest suit. Players should watch the cards as they are played, and endeavor to infer from the fall of the cards, where the others lie. Thus if a player wins a queen with an ace, it may be inferred that he has not king, the rules being to win with the lowest and not to play a false card. A player wins the trick with king, his partner may infer that the player holds ace and he now playing knave, his partner may infer, that he also holds queen, as he would have led ace second round if knave was not equally certain to take the trick as ace. If a player leads trumps at starting it may be inferred

as a rule, that he is strong in trumps, or has a very fine hand. It is by interpreting the significance of plays in this way, and by counting the number of cards played in each suit, that skilled players generally know toward the close of the hand where all the important cards lie; and can then play to the same advantage as though they had seen all the unplayed cards. And lastly, and most important of all, players should play to the score. Wanting one trick to win or save the game, play it at once; wanting more than one; the play should be varied to cover the state of the score, that a player may play readily and with less liability to err, he should adopt a system in the arrangement of his cards in hand, but he should not always as a rule put either suit in a certain position as trumps at the back or front of the hand as the adversaries would be liable soon to know how many trumps the player held.

Rhyming Rules, Mnemonic Maxims, and Pocket Precept

BEING SHORT MEMORANDA OF IMPORTANT POINTS TO BE KEPT IN
MIND BY THOSE WHO WOULD PRACTISE THE MODERN
SCIENTIFIC GAME OF WHIST.

If you the modern game of Whist would know,
From this great principle its precepts flow.
Treat your own hand as to your partner's joined,
And play, not one alone, but *both combined*.

Your first lead makes your partner understand
What is the chief component of your hand;
And hence there is necessity the strongest
That *your first lead be from your suit that's longest*.

In this, with *ace* and *king*, lead *king*, then *ace*;
With *king* and *queen*, *king* also has first place;
With *ace*, *queen*, *knave*, lead *ace* and then the *queen*;
With *ace*, *four small ones*, *ace* should first be seen;
With *queen*, *knave*, *ten*, you let the *queen* precede;
In other cases, you the *lowest* lead.

Ere you return your friend's, your *own* suit play;
But *trumps* you must return *without delay*.

When you return your partner's lead, take pains
To lead him back the *best* your hand contains,
If you received *not more than three* at first;
If you had more, you may return the worst.

But if you hold the *master card*, you're bound
In most cases to play it *second round*.

When e'er you want a lead, 'tis seldom wrong
To lead *up to the weak*, or *through the strong*.

If second hand, your *lowest* should be played,
Unless you mean "trump signal" to be made;
Or if you've *king and queen*, or *ace and king*,
Then one of these will be the proper thing.

Mind well the rules for *trumps*, you'll often need them:
WHEN YOU HOLD FIVE, 'TIS ALWAYS RIGHT TO LEAD THEM;
Or if the lead won't come in time to you,
Then signal to your partner so to do.

When asked for your partner's trump request,
To which, *with less than four*, play out your *best*.

To lead through honors turned up is bad play,
Unless you want the trump suit cleared away.

When, second hand, a doubtful trick you see,
Don't trump it if you hold *more trumps than three*;
But having three or less, trump fearlessly.

When weak in trumps yourself, don't force your friend;
But always force the *adverse* strong trump hand.

For sequences, stern custom has decreed
The *lowest* you must play, if you don't lead.

When you *discard*, *weak* suits you ought to choose,
For strong ones are too valuable to lose.

Probabilities.

Of course, between equally good players the probabilities are equal as to which will be the winning side. Each side having won a game, the probabilities are yet equal. One side only having won a game, the probabilities are 3 to 1 that that side will win the rubber.

The probabilities of the modern game of whist winning as against the old game, is about 2 to 20. One player holding five cards in a suit, the probabilities are 63 in a 1,000 that one of the other players holds no card of that suit. The probabilities are that the leader who opens the lead of a plain suit by a small card cannot hold the ace, is about 2 to 5.

The probabilities that he does hold the ace with that lead is about 180 to 1,000. Second hand not holding ace, the probabilities are equal with third and fourth hand, about 410 to 1,000 each.

Leading trumps from five or more, the probabilities are (to you second hand) 104 to 260, that the leader holds the ace, so that substantially the probabilities are that it is with the leader 400 times in a 1,000; it is with the third hand, 300 times in a 1,000; it is with the fourth hand in 300 times in a 1,000.

So that king played second hand would win 7 times in 10. So the chances would be in favor of playing king second, holding only one small card, but the player the by would expose his weakness in trumps, and give right hand adversary the opportunity to *finesse* again on return of the lead.

The chances are equal that queen lies with third or fourth hand and more than a one-third chance that it is held by the third hand.

Number of times that a suit will probably go round when one player holds a given number of cards, the pack being fairly shuffled.

NUMBER OF CARDS HELD BY ONE PLAYER.	4	5	6	7	8
The suit will go round once or more in 1,000 deals.	956	937	878	800	685
Twice.	642	570	341	143	0
Three times.	158	0	0	0	0

The probabilities are that a player will hold four cards 1,335 times in 1,000 deals.

One player holding four cards of a suit, the probabilities are that some other players will hold none:

- 44 times in a 1,000, 1st round.
- 314 times in a 1,000, 2d round.
- 484 times in a 1,000, 3d round.
- 158 times in a 1,000 it will go around third time.

1,000

The probabilities of a player being dealt a given number of cards of a particular suit:

No card of the suit once in 80 deals.

1 card of the suit will be dealt him 80 times in 1,000 deals.

2 cards of the suit will be dealt him 206 times in 1,000 deals.

3 cards of the suit will be dealt him 287 times in 1,000 deals.

4 cards of the suit will be dealt him 239 times in 1,000 deals.

5 cards of the suit will be dealt him 125 times in 1,000 deals.

6 cards of the suit will be dealt him 1 time in 24 deals.

7 cards of the suit will be dealt him 1 time in 174 deals.

8 cards of the suit will be dealt him 1 time in 460 deals.

9 cards of the suit will be dealt him 1 time in 12,100 deals.

10 cards of the suit will be dealt him 1 time in 243,000 deals.

11 cards of the suit will be dealt him 1 time in 1,000 deals.

12 cards of the suit will be dealt him 1 time in 250,000,000 deals.

13 cards of the suit will be dealt him 1 time in 635,000,600,000 deals.

The number of different hands possible to be held by one player from a full pack of cards, is 635,013,550,600.

At the commencement of the hand, the probability of your partner holding a certain card that you do not, is 2 to 1.

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